DoubleJump BOOKS
Mana Khemia
Student Alliance
The Official Strategy Guide
NIS America

Mana Khemia
A DoubleJump® Guide

Masthead

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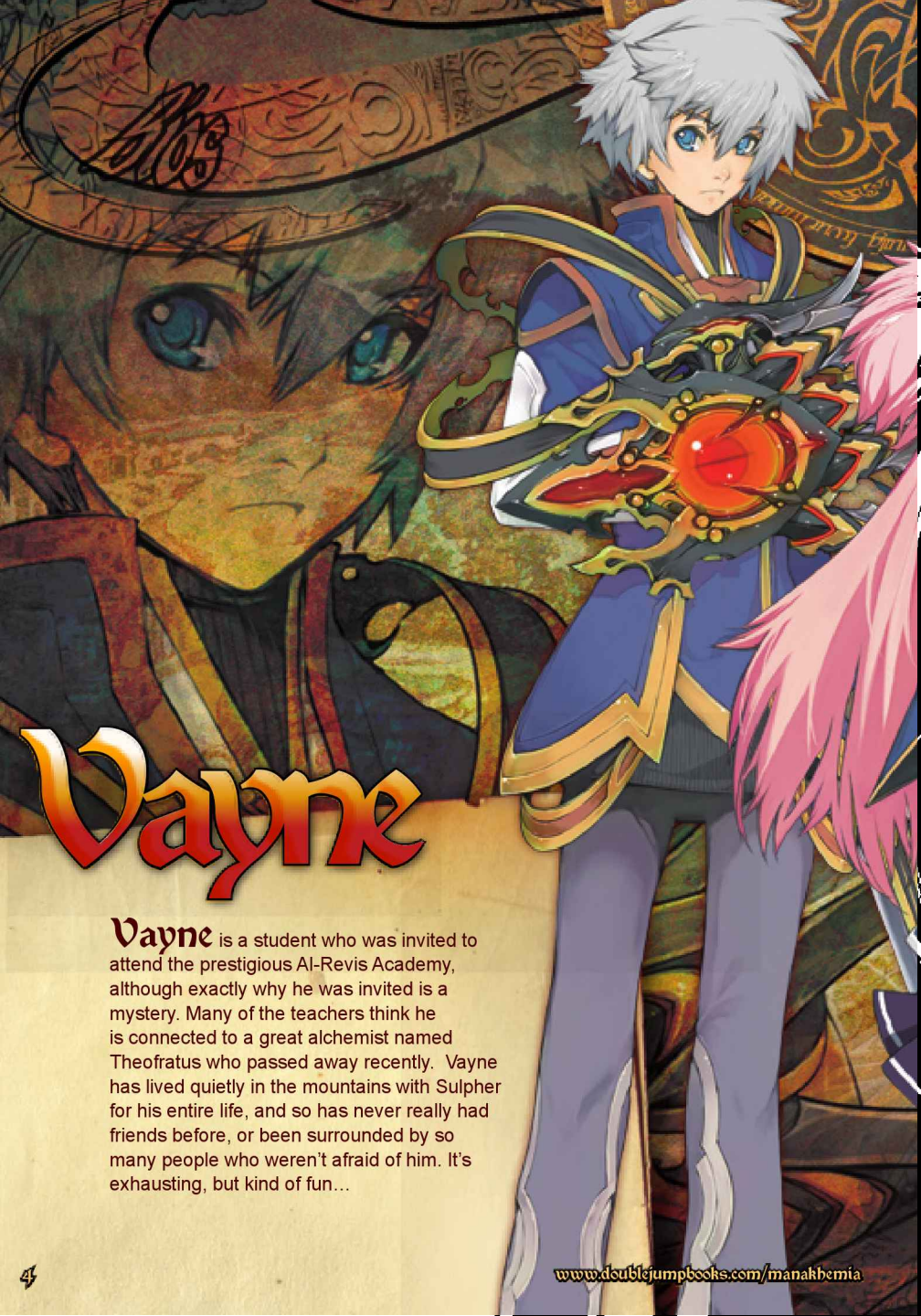


Vayne

Vayne is a student who was invited to attend the prestigious Al-Revis Academy, although exactly why he was invited is a mystery. Many of the teachers think he is connected to a great alchemist named Theofratus who passed away recently. Vayne has lived quietly in the mountains with Sulpher for his entire life, and so has never really had friends before, or been surrounded by so many people who weren't afraid of him. It's exhausting, but kind of fun…

Jessica

She is Vayne's first friend, a cheerful and outgoing girl who loves alchemy a little too much. She's constantly trying syntheses using strange methods and ingredients, and the results range from explosive to lethal if ingested. She means well, though, and is quite good at library research. Sometimes she seems a little shallow and uncaring to those around her, but she's not really a mean person. She just doesn't seem to expect things to last. Her partner is the Mana of Wind, which might explain it.

Nikki

A student from the exotic beastman lands who gets hijacked into sharing a workshop with Vayne and Jessica, Nikki's a potent fighter (as most beastmen are), and has an easy-going, upbeat personality. Although her grades are decent, she doesn't really like studying hard or doing homework. She'd much rather play and relax, which almost makes you think she didn't come to Al-Revis because of an interest in alchemy at all. Her partner is the Mana of Wood, and gives her deadly powers over trees.

Pamela

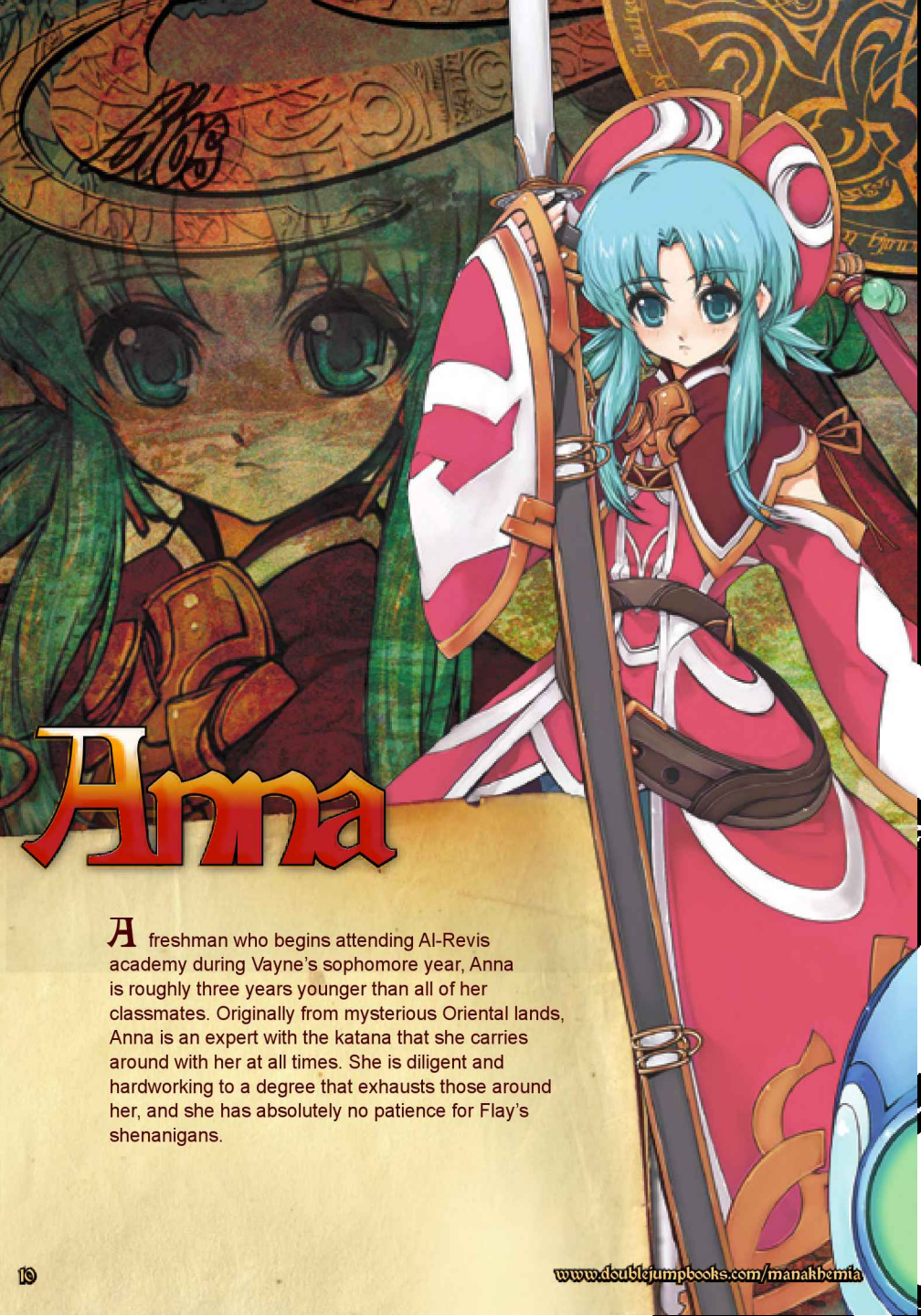
One of the school's strangest attractions, Pamela emerges from the Resource Center every summer to scare that year's freshman class. After that… well, everyone gets used to her. Pamela's been dead for at least a few centuries, as she attended Al-Revis academy with the current principal's grandfather. She doesn't remember much about what killed her, although she's still a good alchemist with a rarely-seen Mana partner.

Flay

Flay is Al-Revis's perpetual senior and wannabe superhero, who keeps failing to graduate because he has much bigger things on his mind than his exams. Of course, all of his friends graduated last year, so he's on the verge of losing his workshop if he can't get some more alchemists to join it. Fortunately, there's a new crop of naïve freshmen that are perfect for his purposes...

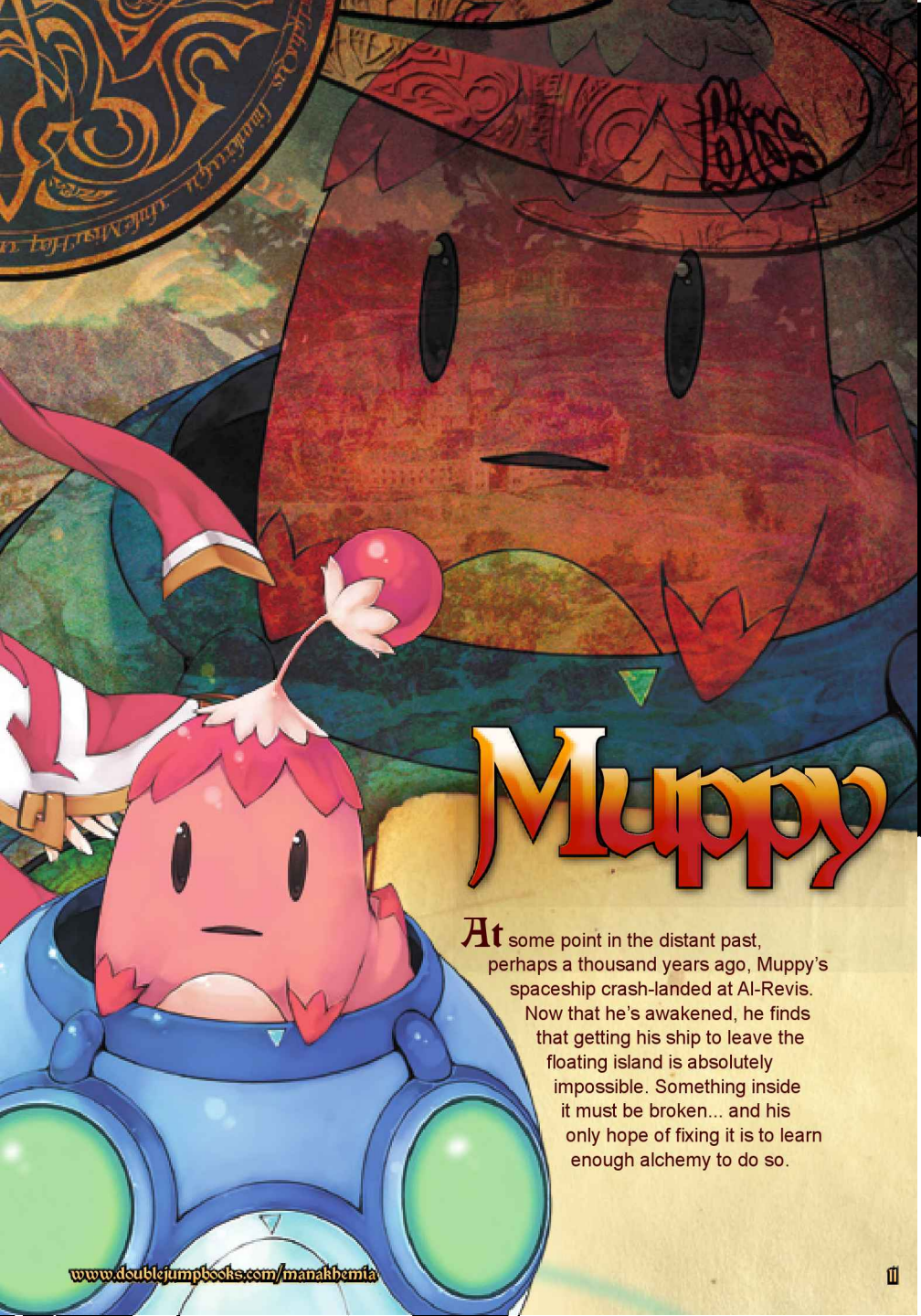
Roxis

A "transfer student" who shows up halfway through Vayne's freshman year, Roxis is cold and disagreeable with everyone around him. His only focus is achievement, and he seems to get results more out of persistence than natural talent. He deeply hates Vayne, although why isn't entirely clear. Roxis comes from the prestigious Rosenkrantz line of alchemists, although it's been many years since a Rosenkrantz managed to attend Al-Revis.



Anna

A freshman who begins attending Al-Revis academy during Vayne's sophomore year, Anna is roughly three years younger than all of her classmates. Originally from mysterious Oriental lands, Anna is an expert with the katana that she carries around with her at all times. She is diligent and hardworking to a degree that exhausts those around her, and she has absolutely no patience for Flay's shenanigans.



Muppy

At some point in the distant past, perhaps a thousand years ago, Muppy's spaceship crash-landed at Al-Revis. Now that he's awakened, he finds that getting his ship to leave the floating island is absolutely impossible. Something inside it must be broken... and his only hope of fixing it is to learn enough alchemy to do so.

Sulpher appears to be an ordinary cat, but he's really Vayne's Mana. He behaves a little oddly for a Mana, though… he only makes cat-noises, which only Vayne can understand. He turns into the weapons Vayne fights with, a clawed gauntlet and sword, which is definitely different from most Mana. Obviously, Sulpher is just a very special and capricious Mana. There's no other explanation.

Sulpher

Renee & Tony

They are two sophomore students who try to force Vayne to join their workshop during his freshman year. Tony has a fierce rivalry with Flay, who he can never quite beat, and Renee is happy to follow along in his wake. She often makes fun of Tony's often ridiculous attempts at villainy, but never fails to fight at his side. Although Flay can usually get the best of them, they're dangerous opponents once they're spoiling for a fight.

She is one of the more skillful teachers at Al-Revis Academy, but is also aloof and cold. She doesn't seem to believe that Vayne is really Theofratus's son, although what she believes about him is a mystery she keeps to herself. She definitely knows Sulpher, though, and doesn't hesitate to give Vayne assignments as if he were an ordinary student. Whereas Zeppel is earnest but kind of bumbling, Isolde is an amazingly talented alchemist.

Isolde

Zeppel

He's a friendly novice teacher who attended Al-Revis Academy with the famous Theofratus. He believes Vayne is Theofratus's son, and extended an invitation for Vayne to attend the academy after discovering him living in Theofratus's old house with Sulpher. As Vayne, Jessica, and Nikki's homeroom teacher, he's quite enthusiastic about teaching them the basics of alchemy, although he seems to be a little lazy, and gives out a lot of "easy A" assignments.

Section 1
Basics
(...or how not to get your ass kicked.)

> Classes & The Calendar <

(...also, free time)

The basic unit of time in the world of *Mana Khemia* is the week. Each week is represented by one card on the Calendar. All of the weeks in a given Chapter make up a term. There are twelve terms in *Mana Khemia*, which represents your entire school career at Al-Revis academy. There are three different types of weeks: Events, Classes, and Free Time.

Events are red-colored cards, and are often accompanied by some sort of decoration. Each term starts and ends with an event. Events run the gamut from simple story exposition to school festivals to independent research projects. Sometimes events are just scenes that reveal more about the story, and do not have any player input beyond scrolling through dialogue. Other times, events require you to visit certain areas of the school, or complete a particular objective. These events do not end until you complete the objective, so feel free to waste time collecting materials or synthesizing better equipment; you aren't graded for punctuality, after all!

Classes are purple-colored cards, and have a book symbol. They're also handily marked with the word "classes," in case there was any confusion. Free Time cards are green, and do not have any sort of decoration beyond the "Free Time" text.

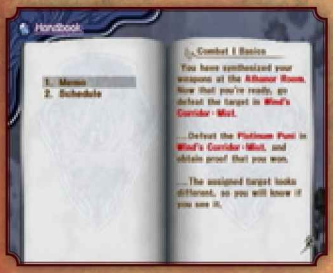
> Classes <

Al-Revis is an academy for alchemy majors, and part of being at school is going to classes. Thankfully, the classes at Al-Revis are a lot more hands-on than Algebra, and a lot more interesting than dissecting a worm for Biology.

Each term, several weeks are devoted to nothing but classes; during these weeks, you are required to sign up for a course and attend class. Classes have an assignment attached to them, which you must complete in order to get a grade for the course.

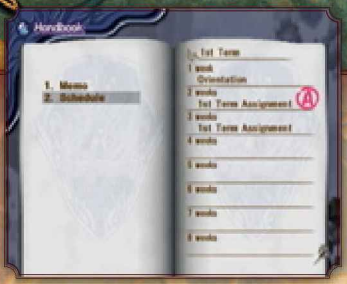
It's easy to sign up for classes. Simply head down to Student Affairs, and see Arsha at the front desk. She'll show you a list of available classes, along with a very general description of each course. It is free to sign up for classes, but remember: courses marked as "required" have to be completed, and there are no exceptions. Early on, most every class will be required, but as you progress, you will be given a wider selection of classes to take.

After you sign up for a course, you are usually whisked away to a classroom scene. The professor in charge of the course will give you a brief lecture, and then give the class an assignment. After you are told what the assignment is, you will be shown a grading rubric that will let you know roughly what you have to accomplish in order to score a satisfactory grade in the class, as well as how many units the grade is worth; usually, the rubric will also contain a helpful hint on how to achieve a higher grade in the class, though sometimes it is not very specific. Units are used to determine whether you get Free Time or Detention, so it's worth your time to pay attention to how many units you have. Units do not carry over between terms.


Handbook
1. Memo
2. Schedule
Combat I Basics
You have synthesized your weapons at the Athanor Room. Now that you're ready, go defeat the target in Wind's Corridor - Mist.
...Defeat the Platinum Puni in Wind's Corridor - Mist, and obtain proof that you won.
...The assigned target looks different, so you will know if you see it.

Each assignment is different, but will have you completing some kind of a quest. The very early courses are designed to familiarize you with the basics of alchemy: combat, fishing, gathering, synthesis, etc. Later on, the assignments will become tougher, and will require you to enter areas that are more dangerous. Once you finish the assignment, you can turn in your proof to either the instructor or to Student Affairs. The instructor will let you know beforehand, and if you forget you can also consult your Memo.

For some classes, you may be required to make an item or complete a task before you even attend the lecture. Usually, these tasks require you to synthesize an item at a specific ether level, or to derive a new item. These assignments do not have a time limit, so do not feel pressured if you are missing some ingredients. It is perfectly acceptable to take some time to gather your materials.



After you turn in the assignment, you will be graded on your performance. A grade of A will net you four units; a B, three units; a C, two units; and an F will net you zero units. At the end of your class section of the current term, all your units will be tallied up. If you received less than the required number of units, you will have Detention instead of Free Time in your next term. Detention involves a set of difficult tasks that you have to complete. These can be a headache; you won't be able to advance any Character Quests during the term, and you won't be able to take on any new Jobs. If you receive enough detention, you won't be able to complete any Character Quests and will be on your way to the game's "bad ending."

Detentions Table

Detention	Task
Campus Patrol	Visit all areas of the Old Schoolhouse. You cannot leave until you do.
Clean Up	Slash away spider webs in target areas of the Resource Center.
Errands	Find the Book of Pacts in the Resource Center Basement, fight 10 battles in Wind's Corridor - Mist, find 10 gathering spots at the Old Schoolhouse.
Trap Clean Up	Defeat every group of monsters waiting in a trapped treasure chest in the Mana Ruins - Interior Heights.
Running	Run the Marathon Course at the Heights.
Extermination	Defeat every single monster in the Old Schoolhouse.
Mowing Grass	Slash away every clump of Living Grass in the Living Forest in one search.

If you receive the required number of units, you'll have two weeks of Free Time during the next term. If you receive three or more units above the required amount, you'll also gain and additional week of Free Time. After Chapter 6, if you earn an A grade in your first two courses, *and* you receive at least three units above the required amount, you'll receive *four* weeks of free time during the next term. Sweet, huh? If you're trying to max out your Character Quests early, being a straight-A student isn't a bad way to go. Class weeks do not end until you turn in your assignment and receive a grade. Feel free to take some time to synthesize any equipment you think you'll need before you head off to class. After you finish the assignment, it might also be a worthwhile idea to stop by your workshop and see if you gained any materials during the assignment that you can use to unlock more items. As long as you don't turn in your assignment, you have an unlimited amount of time to play around.

> Free Time <

After all the class weeks for the term are over—and assuming you managed to avoid detention—you'll move into Free Time weeks. Free Time is exactly as it sounds; you can spend it any way you would like. Since you don't have any pressing deadlines, it's a good idea to explore new areas and look for any items you may have missed; you might find a chest or two with a recipe you've been needing. You should also consider spending some time gathering materials; sometimes, the best way to mine rare metals or find exotic fish is to do it yourself.

Free Time weeks can sometimes precede an important Boss battle, so doing a little extra prep work never hurts. You can end a Free Time week at any time by heading over to the Guy's Dormitory and taking a nice nap. This is the boring way to spend Free Time, and it's not very useful. Besides, there are two options exclusive to Free Time weeks: Jobs and Character Quests. Sometimes, however, you end up with Free Time weeks you can't do anything with, either because you've already completed all the available Character Quests, or because you're trying to get the 8th ending. In that case, napping is perfectly acceptable, but you probably won't be doing it much in your first time through the game.

Jobs are mini-quests that appear on the bulletin board in Student Affairs. The list of Jobs available changes every term, so if you miss a Job or don't complete it, it won't be available in the next chapter.

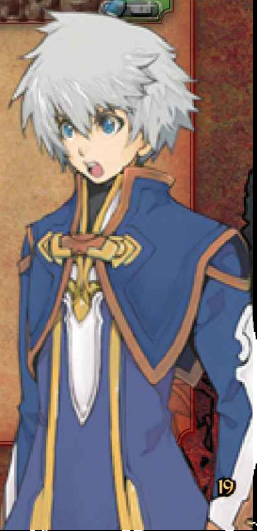
There are two types of Jobs: "Help Me!" and "Bring Me!"

"Help Me!" jobs require you to find a particular monster and bring it to justice. The monster is marked on your map with an exclamation point, and is easily distinguishable from other monsters; if it's a specific monster, it'll have a crown on its head. Otherwise, it'll look like three different monsters jammed together. "Help Me!" monsters never move from their spot, so you don't have to worry about them jumping you in the dark.

The rewards for "Help Me!" Jobs vary, but they usually include a bunch of cole, plus all the AP you gain from defeating a mini-boss. If you complete every "Help Me!" Job you come across, you should be swimming in extra AP; in general, this saves you from having to fight a ton of battles to power up your characters. Another nice thing about "Help Me!" monsters is that they tend to drop item recipes when defeated. If you don't do anything else during Free Time, you should definitely consider doing the "Help Me!" Jobs.

The distinction between the two types of "Help Me!" monsters is important to consider. Monsters marked with a crown are Bounty Head Jobs. These Jobs only involve a specific monster that is more powerful than other enemies in the area. These are the types of monsters that will reward you with recipes, so they should be important targets during your play through.

The "Help Me!" monsters that look like a collection of monsters stuck together indicate that the fight will be Gang Battle. These are prolonged fights with several waves of enemies, occasionally with a rare monster in the last wave. You have to defeat all the waves in one go, so you don't get credit for the fight if you quit halfway through. However, these monsters are great targets for Nikki's Kobold list skill, as well as Jess' Funny Pouch. Using these two skills allows you to steal or create items that you may not otherwise have access to, allowing you to synthesize more powerful equipment earlier than you would normally be able to. If you're trying to optimize your power throughout your game, "Help Me!" monsters should never be neglected. For extra item drops, equip a Rumor like "Strongling Fetish" before you enter the fight; adding an extra drop rate percentage to waves of monsters is a great way to stock up on materials.



In general, you should at least defeat all the Bounty Head monsters so that you can keep a current supply of recipes. On successive runs through the game, or if you don't need any extra AP, you can probably skip the Gang Battle monsters.

"Bring Me!" Jobs are much more straightforward. Generally, they involve taking an item to an NPC and trading it straight across for cash. If you need some extra cole during your Free Time, these quests aren't all that difficult or time-consuming to complete. Regardless of what type of Job you decide to do, completing a Job doesn't end your Free Time week. Feel free to do as many as you would like.

The last thing you can do during Free Time is spend time with the people in your workshop. Simply head over to your workshop and talk to whomever you would like. You'll be treated to scene that reveals more about that character's personality, and the character will grow closer to Vayne by the end of the scene. Often times the character needs you to do something for them, and you'll have to complete a mini-quest; the quests are something similar to class assignments, only with story attached.

It's worth noting that Character Quests usually have prerequisites. You may not be able to take a character's quest until you've gotten into a particular chapter, acquired certain recipes, or completed someone else's Character Quest. Occasionally seeing an optional cutscene is required to advance a character's Quest tree, and these are triggered by visiting a particular area of the campus after a particular point in the game, when other Events aren't also taking place. Turn to the Character Quest guide on page 124 for more details. Completing a Character Quest usually doesn't have any immediate benefits, and will end your Free Time week. However, each character has a personal ending to the game that can only be earned by completing her entire string of quests. You can only earn one ending per play through, but there is also an ending for not completing any Character Quest strings. You should spend your Free Time doing character quests to delve more into story; some Character Quests also unlock Grow Book items for that particular character, so it might be a good idea to complete the first few quests for each character.

> Combat <

What sort of RPG would this be if you didn't spend your time interacting with the world through the end of your sword? Well, it would still be an RPG, just not as action-packed. Anyway, combat in *Mana Khemia* is extremely similar to *Atelier Iris 3*, Gust's last entry in the Atelier series. In particular, it shares AI3's monster symbol system, which lets you completely avoid encounters by dodging the monsters, or destroying weak monsters with a sword-slash. Bosses are usually triggered by story events, so there's no skipping them.

> Getting Around <

There are two ways to get into a fight: either run into a monster, or slash it like you would a patch of grass. If you run into a monster, it'll go first; if you strike it, however, you'll get to make a pre-emptive strike! Later on, your SPD stat factors in more than simply slashing monsters first. Quick monsters will also get the jump on you anyway, regardless of whether you slash them. The main benefit to slashing enemies later in the game is that you'll start with a ready Support row, instead of having to wait around to use it. There'll be more on the Support row later.

Each group of monsters appears on the playing field, so they're not so random; the actual enemies you fight are selected randomly, but their placements are always the same. You can see them, they can see you, and sometimes neither of you are very happy about it. One neat thing about monsters in this game, however, is that you can roughly judge their strength before you fight. This is very useful as it allows you to avoid fights you don't think you can win.

Blue enemies barely put up a fight. If you slash a blue monster, it will be defeated without advancing to a battle screen. You won't get any AP, but the monster may still drop an item. If you run into the monster, you'll fight a normal battle. Generally, you should only stop to fight blue enemies if you want AP or cole, or if you're trying to gather a specific item; sometimes, it's good to fight weak enemies in order to turn them into treats with Jess's Funny Pouch, or to farm the much-needed Kobold Thoughts that power Nikki's Kobold skills.

Red enemies present a regular challenge. There will be only a few enemies in the battle, and they are roughly around the same level as your party. If you slash them, you will start with a slight advantage in battle. Sometimes, you can fight a large amount of enemies in a regular group, but no single monster will be especially tough.

Large red enemies (I lovingly refer to them as "big squishies") are somewhat special. The battle will have a lot more monsters than usual, and many of them will be a lot stronger than regular red enemies. Large red monsters represent a significant challenge to the party, so you may want to avoid them. However, large red enemies are usually placed in front of chests or other useful areas, so you should decide whether they're worth the risk.

During the day, monsters take their time and occasionally meander around the playing field. They aren't usually in the way, and it's possible to completely avoid them altogether. Each monster has a set patrol area, and they will generally ignore you when you aren't in their way. They can be quick, though, and will sometimes charge at you recklessly. If you're prepared, though, it's relatively easy to avoid fights. Practice is the key.

As you spend time exploring, a clock in the top right corner of the screen will count down. As the pendulum swings back and forth, the little blue glass at the bottom will start to turn red. A notice in the bottom left portion of the screen will let you know how many hours have passed. Once nine hours go by, the glass underneath the pendulum will turn black, letting you know that it is now nighttime. At night, the monsters become a lot more aggressive. They speed around at a much faster pace and actively try to run into you. Blue monsters can no longer be instantly defeated by slashing them, either. Also, monsters gain a power boost during the night; expect the battles to be much tougher, and deal more damage.

> Battle <

Battles are pretty straightforward. The monsters are grouped up on the left, and your party is on the right. Battles are conducted in turns, until one side is eliminated. Only three of your characters can be on the field at any time, but you can fight up to double that number of enemies. It's unfair, but that's how life is at Al-Revis.

The two resources you have in combat are HP and SP. HP is a measure of how healthy your character is, and it will deplete as you take damage. SP is a measure of your magic power, and it is consumed when you use skills. A character is knocked out when his HP gauge is completely empty, and is unable to continue fighting. Characters can be revived using items or skills, but if your entire party is knocked out, you will lose the battle. If you lose a fight, don't despair! Most of the time, you'll be whicked back to the safety of the Al-Revis infirmary. Some battles, however, are important to the story; if you lose these battles, it'll be game over.

> Card System <

One of the first things you should look at is the bar in the top-left corner. The bar keeps track of the turn sequence, and is represented by a series of cards. Each character and enemy has his own card, with the cards to the right of the bar acting first, continuing in sequence.

Characters with a higher speed will start with their cards on the right side. Also, the enemies will be at a slight disadvantage in card placement if you slashed them to enter the battle. Each time a character takes an action, her card will move further down the line, and the cards will cycle through to the next card. Cards with a grey background are just placeholders.

One neat thing about the card system is you can see the lag time on actions. You'll notice that some actions are quicker than others, and you can see just how long you have to wait before the character acts again. Another important piece of information is that the cards will let you know which enemy will act next. This is vital to your success!

Most spells and skills in this game are instantaneous, but some skills and other effects will last more than one turn. In this case, you'll see copies of the card in the lineup, and each time the turn counter cycles to this card it'll take effect. Examples of Time skills includes certain healing skills, like Jess' Healing Echo skill; enemies also have skills that last more than one turn, so beware of those attacks too!

One of the cooler abilities your characters will gain access to are Quick and Hasted actions. These actions greatly reduce the lag between turns, and theoretically double the power of your offense!

Quick actions halve the time spent waiting for the next turn. For instance, if your attack normally has a lag of six cards, if you receive a Quick effect on the action, you'll only have to wait around three cards until you can act again. Quick actions are generally attached to another word, such as Item Quick. In this case, your character takes half the time to use items than normal. Characters with the Quick trait, however, have a chance to halve the delay of *any* action.

Hasted actions work in a similar manner, except that the character gets to act again immediately following a Hasted action. These are very powerful abilities, and if you use them properly you can burn through enemies like there's no tomorrow. Be careful, though; some enemies also gain access to Hasted actions, which can leave you at a terrible disadvantage if you are unprepared.

One card in battle is equal to one minute spent on a search. If it takes you sixty cards (including blank cards) to win a battle, the fight will have taken up an entire hour of your search. This is important to pay attention to, because many classes have time limits. If an assignment requires you to defeat an enemy in under thirty minutes to receive a high grade, and it takes you forty cards to defeat the enemy, you may only earn a C for the course.

If you wipe out the enemy before it gets a chance to act more than one or two times, however, you'll earn a Fast Kill, and no time will be deducted from your search. Running away from a fight also consumes a set amount of time, which is roughly equal to one hour. If you run away from even just a few fights, you'll have cut your available search time down significantly. During Free Time this isn't such a big deal (assuming you don't mind running around at night), but for classes with time limits you'll definitely want to stay on your toes.

> Actions in Battle <

There are several basic actions you can take on your turn: Attack, Skill, Use Item, Guard, Change, and Run Away.

When you select Attack, your character will attack the chosen enemy with whatever weapon they have equipped. When you start out your character will only be able to make one attack, but as you unlock items in the Grow Book the character will be able to Hit more times per attack. Hits don't do much noticeable extra damage in and of themselves, but they raise the Burst gauge faster, and each Hit is subject to its own critical hit damage multiplier on stunned enemies. The game also calculates stun, critical, poison, daze, Fatal Blow, and other chances per hit, so the more hits you have, the better your chances of stunning or doing whatever to the enemy.

Skills work in a similar manner to attacks, but include a whole host of useful effects. Both unique character skills appear in this list, as well as "common skills." Common skills are generic magic spells that can be given to any character, and are a property of the item they're built into. For more on common skills, see the Alchemy section.

Most skills are instantaneous, and they take place immediately; other skills take time to charge up, and other skills ("Time" skills) have effects that last several turns. Some skills can also target more than one enemy at a time. "Row" skills affect all the enemies in a line, while "Area" skills affect all the enemies within a set area.

Skills can also have useful properties beyond just dealing damage. Most of these are self-explanatory, and include a description on the skill itself, such as "easier to stun enemy." A few of them, however, are worth explaining. "Knock back" skills move the affected enemy cards back several slots in addition to dealing damage. If you can't stun an enemy in time, using a skill with knock back is a good way to keep the attacker at bay. "Double-up" skills have an activation time. Your character will perform some kind of charge animation, but the skill won't take effect until the next time her turn comes around. Many of the more powerful skills have activation times, so plan ahead. If a character is stunned or knocked out before her next action, the skill will be useless.

"Time" skills last more than one turn, and include a number in their description. These skills last more than one turn, but act independently from the character. When you use the skill the first time, the character will spend his turn using the skill, but is free to do whatever he wants during his next turn. This means that you can change out characters using time skills, or stack up multiple copies of the same skill for automatic effects.

Two good examples are Flay's Starshot and Jess's Healing Echo. Healing Echo lasts for a few turns, so in the meantime you can have Jess do something else, like throw bombs at your enemies. Starshot also lasts more than one turn, but Flay is free to attack other targets.

Each character has her own unique skills, many of which prove extremely useful in a fight. For more details on some of the better skills and their applications, see the Character Guides section.

Use Item is an easy action to understand. When you select this option, it will bring up a list of all combat-use items in your inventory. These includes offensive options, like bombs, defensive or curative options, like shields and heal jars, or even support items that buff your characters. Items don't take as long to use as skills or attacks, and they also provide a lot of offensive options. Many bombs can be used to exploit elemental weaknesses in your enemies, and if you synthesize them at the right ether level they also gain an area effect.

The Guard option forces your character to take a defensive stance. Your character will be a little more resistant to damage, but will end her turn without getting to act. One thing you'll notice is that when you select this option, you also get to choose when your character stops guarding. This can be useful if you have a character whose turn has come up, but you don't want them to act until a few cards later, or after another character exploits a specific weakness.

For example, let's say you want Jess to use a healing skill after the enemy's next turn. Right now, everyone is at full health; if you used the skill now, you would only be wasting your time. Instead, if you have Jess guard, she'll act after the enemy whose turn is coming up next. That way, the enemy will do whatever damage he's going to, and then you're prepared to heal the wounded character.

On the other hand, let's say you've intentionally started fighting a bunch of weak Kobolds. You want Nikki to farm all their Kobold Thoughts, but she isn't going to get three turns back-to-back. In this case, have your other characters guard the whole battle, while Nikki mops up the gang of Kobolds. Problem solved! Knowing when to use the Guard command can make your life a lot easier.

The Change command is only available once you gain a Support row of characters. Using this command, you can swap out the currently active character for one in the Support row. This command is unavailable if all the characters in the Support row are currently unavailable for use.

The last option you have in a fight is simply to Run Away. Running away isn't always successful, but doesn't incur much of a delay. If you fail to run away the first time, just keep trying. There's nothing wrong with fleeing a battle you don't think you can win, or if you just don't want to waste time in a particular battle.

However, it isn't very heroic to run away from Boss fights, or battles that are important to the story. You won't be able to flee these fights, so don't even try.

> Stunning Attacks <

Every time an enemy takes damage, it also takes invisible "stun" damage. When an enemy takes enough stun damage, it becomes "stunned" and is unable to act. When the counter cycles through to its turn, it is pushed back one card, until the enemy is no longer stunned. It's easy to tell when an enemy is taking stun damage: the card turns progressively more red. While the enemy is stunned, the card spins in a circle, and the enemy has stars circle around its head.

When an enemy is stunned, the next attack against it will automatically be a critical hit. Critical hits do more damage than normal, which is key to maximizing your offensive. By properly coordinating your offense, you can keep your enemies stunned and barrage them with critical hits. Once an enemy is attacked, however, it is no longer stunned; enemies can also break out of stun if enough time passes. Characters also recover from stun damage a little bit at a time every time their turn comes up. Remember! Your characters can also be stunned, so watch out for the enemy trying to pull this trick on you!

> Weaknesses, Burst Mode and Final Burst <

Most monsters are weak to a particular type of attack. When you exploit this weakness, the monster takes a lot more damage. Exploiting a monster's weakness also fills the Burst gauge faster. Later on in the game, however, more monsters will have resistances than they do weaknesses.

The Burst gauge is the meter in the bottom-left corner of the screen, handily marked "Burst." Each time you attack an enemy, the gauge fills up a little bit; when a character is knocked out, however, the gauge loses about one-third of the total amount.

When the Burst gauge is full, your characters enter Burst mode. In this mode, your attacks will do a lot more damage, and the chance of critical hits rises slightly. Burst mode is a powerful offensive tool, and should be utilized as much as possible.

While you're in Burst mode, using skills depletes the Burst gauge. It will fill up slightly by dealing damage and exploiting weaknesses, but eventually the gauge will run out entirely. When this happens, your characters will exit Burst mode. The more damage an attack does, the more of the gauge you regain when use it. In this case, it's probably best to use attacks that do enough damage to make up for their cost, such as it is.

An easy way to enter Burst mode is to find out what monsters are weak against using Vayne's Analyze skill. Once a particular monster has been hit by this skill, you'll know what the monster is weak against. When trying to use a particular item or skill, if the monster is weak against that type of damage, Weak! will be displayed above the monster you are targeting. This makes it easy to know whether your attacks will be effective.

Using items is an especially easy way to raise the Burst gauge. Bombs have elemental properties, and using one or two of the right kind will almost always net you a free Burst mode. Items are also quicker to use than skills or attacks, especially after you unlock the Item Quick upgrade in the Grow Book. In general, you should try to use bombs to enter Burst mode, and then hammer away with your most powerful skills.

When you forge equipment at the Athanor, whatever common skill you place on the equipment will be available for use in battle. For instance, if you forge a Ragged Collar with the Lightning common skill, Vayne will be able to use the Lightning common skill from his skills menu. Using the proper elemental attacks ( ) is a good way to fill up the Burst gauge if you're trying to conserve items. Generally, the common skills are a little weak in the damage area, but they're an option you should consider, just in case.

Later on in the game, you'll also gain access to a powerful finishing move while in Burst mode, called the Finishing Burst. The Finishing Burst has its own meter by the regular Burst gauge, and can only be filled while in Burst mode.

Once you enter Burst mode, you'll be given a condition that you'll need to satisfy to fill your Finishing Burst meter. Sometimes these conditions are easy to meet, such as "Raise your chain!" or "Knock the enemy back!" Other times, however, it may be impossible to satisfy the condition you're given, just because you don't have the right skills available.

Finishing Burst Table

Name	Requirement	What To Do
Power Strike	Stun the enemy.	Attack an enemy until it is stunned. The meter doesn't fill up until you actually cause the Stun effect.
Weak Point	Attack the weakness.	Attack with an element the enemy is weak to, or attack with a character that is strong against the monster's Species type.

Finishing Burst Table (cont.)

Name	Requirement	What To Do
Mass Combo	Attack in a row but do not allow the enemy to attack.	Each time your characters act back-to-back, the meter fills. Includes Quick or Hasted actions, but not Guarding.
Chain Rush	Get more chain counts.	Simply attack the enemy while in Burst mode. The chain counter is in the top-right corner of the screen.
Break Charge	Knock back the enemy.	Use skills with a Knock Back effect. Includes common skills like Grand Ray, and unique skills like Kobold Hero.
Flame Element	Attack with Fire.	Attack with any Fire-based attack, regardless if the enemy resists Fire. Includes Fire-based bombs and common skills.
Ice Element	Attack with Ice.	Attack with any Ice-based attack, regardless if the enemy resists Ice. Includes Ice-based bombs and common skills.
Lightning Element	Lightning Attack.	Atack with any Lightning-based attack. Includes Lightning-based bombs and common skills, or attacks powered by Flay's Raiden Charge.
Aegis Protector	Null the enemy attack (includes stats effect changes).	Either buff your party with resistances, or Block attacks. Includes Pamela's Support defense and Physical Immunity.
Healful Soul	Recover HP.	Heal any damage you take. You must actually heal damage for the meter to rise, so just casting Healing Echo won't work.
Revelation	Strengthen an ally.	Cast any buff on your characters. Includes things like Boost and Raiden Charge.
Quicksilver	Activate a quick move.	Use any Quick skill. Early on, this means attacking with Nikki and Anna, but you can use any character that has Quick.
Hypnosis	Weaken the enemy or attack w/ status effect.	Afflict the enemy with any sort of debuff. Characters with Venom work the best, but any sort of debuff skill works.
Time Deceiver	Activate a Time Skill.	Use any Time skill. Whenever the Time skill takes effect, the meter will rise.
Keen Pride	Land a critical.	Hit the enemy with Critical hits. Characters with Critical+ gear work the best, otherwise attack a Stunned enemy.
Counter Rage	Take enemy damage.	Just take damage! This sounds easy, but is relatively difficult if your characters are Blocking or Resisting damage.

Each time you do what the condition says, your Finishing Burst meter fills a little more. When it is finally maxed out, you actually get to use your Finishing Burst—so long as you're in Burst Mode, of course.

The Finishing Burst is an extra option on your command menu. Each character has a unique Finishing Burst, but they generally all do the same thing: cause massive damage to a single target. Using a Finishing Burst ends your Burst mode. When you enter Burst mode again, you'll have to fill the meter all over, but the sheer damage of the Finishing Burst is worth it.

One thing you have to be wary of, however, is monsters that are resistant to elemental attacks. If you use an attack that a monster is strong against, it won't do much damage, *and* it won't do anything to fill your Burst gauge.

Another downside is that if you have a character whose damage type isn't effective against a particular monster, their Finishing Bursts won't do much damage! That's a big waste of one of your most powerful attacks, so try to avoid those types of situations. Just like weaknesses, if a monster is strong against an attack you're about to use, **Resist!** will appear above it.

In addition to the elements, monsters can also be strong or weak against one of the two types of damage. Those types include Physical attacks, like Vayne, Nikki, Flay, and Anna use, which is marked with the symbol of a fist; the other type is Magical, which is used by Jess, Roxis, Pamela, and Muppy, and is marked with a staff symbol. In general, a character's basic attack is always the same as her damage type, and some skills (excluding common skills) can the damage type as well.

A few characters have ways to circumvent resistances. Flay is probably the most notable, as he gains access to the Raiden Charge skill. This skill adds a lightning element to his attacks, which has a two-fold effect. First, all of Flay's attacks will have the lightning element, meaning he'll do extra damage against enemies weak to lightning; secondly, this takes precedence over his Physical attack property, meaning he can also deal regular damage against enemies that resist Physical. For best results, try using Raiden Charge and Flay's Final Burst against an enemy weak to lightning. The resulting damage numbers are impressive.

Monsters also have a species type, which comes into play later in the game. In the beginning, the species type of a monster will have very little effect. Once you unlock the Slayer skills, however, you'll notice a big change.

There are six species types in *Mana Khemia*: Puni, Beast, Dragon, Demon, Undead, and Spirit. When you use a character that Slays a certain species type, the monster is weak to that character's attack. If the monster also resists another element of that character's attack--say, Nikki attacks a Beast with Resist Physical-- Nikki gets to do normal damage. Generally Weakness and Resistance layers cancel out, so if Nikki attacked a Beast with Double Physical Resist, she would deal damage as if was a monster with Physical Resist. The characters that Slay monsters are Muppy (Puni), Nikki (Beast), Vayne (Dragon), Flay (Demon), Anna (Undead), and Roxis (Spirit). Note that this only applies to regular attacks, and not to skills. If Vayne were to use a Physical skill against a Dragon that resists Physical, he wouldn't bypass the monster's resistance.

> Support and Position <

At the beginning of Chapter 5, you'll have more than three characters available in your party. This also unlocks your Support row, and a whole host of offensive and defensive capabilities!

Once you have more than three characters in your party, you'll have three rows available to you: the Vanguard row, the Support Row, and the Wait row.

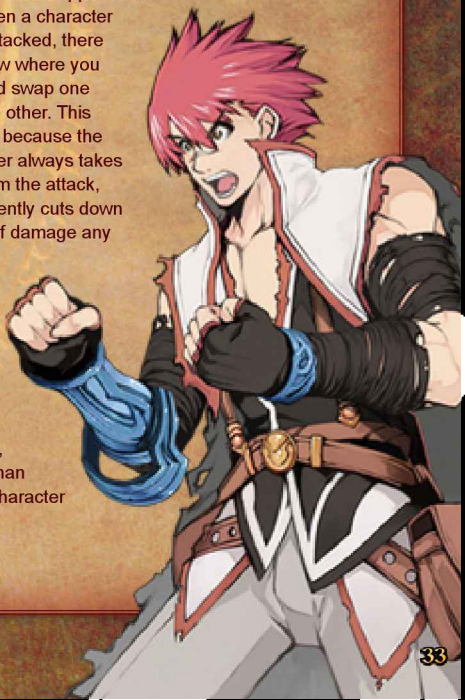
The Vanguard row consists of the characters actively engaged on the field of battle. These are the characters you will start fights with, and the only ones that have a direct effect on the battlefield. You can change who is in this lineup at any time outside of combat, but you don't have this luxury once you're in battle. Characters in the Vanguard row gain AP normally.

The Support row consists of characters than can be swapped in and out of combat under certain conditions. When a character is in the Support row, her card is placed next to the turn counter, and starts a dark grey color. As turns go by, the card will slowly gain color, and you'll hear the character give a battle cry when the card is ready. Once this happens, you can use your support character in one of three ways.

The first thing you can do is use the Change command to swap a character in the Vanguard row for your character in the Support row, who can then act immediately. This is useful if you need to change your battle formation to use a specific skill.

When a character attacks, however, you can also press the ⊗ button after the attack to have the character in the Support row do a tag-team style of attack, called a Support Action. This will swap the character in the Support row with the currently active character, and has the additional benefit of dealing extra damage (usually equivalent to the character's standard attack). You can cycle through your Support row by using the L1 and R1 buttons. Note that it is possible to have multiple characters Support Attack off of a single action, as long as a character who is ready to act is available in the Support Row."

You can also use this Support Action defensively. When a character is about to be attacked, there is a small window where you can press ⊗ and swap one character for the other. This is a useful tactic because the Support Defender always takes half damage from the attack, so using it frequently cuts down on the amount of damage any enemy can do to your party. Likewise, the Support Defender cannot be killed by an attack, merely reduced to 1 HP, which is better than letting another character get one-shotted.



When you've synthesized the recipes for the Symbol of Uroborus and the Shield of Ajax, and developed your characters Grow Books accordingly, you can purchase skills called A-Support and D-Support for each character. These skills individualize the way that character's Support Actions work in a variety of ways, and invariably make the character's Support actions more powerful. You want to invest in them as soon as possible. Each character's unique A-Support and D-Support ability is described in the Characters section.

Characters in the Support row slowly replenish their SP, and also their HP later on when you unlock certain skills in their respective Grow Books. It is a good idea to switch tired or wounded characters for fresh replacements as often as you need to. Characters in the support row gain AP normally, even if they don't actually participate in a fight.

If a character in the Vanguard row is knocked out, you can change him out for someone in the Support row; if your entire Vanguard row is knocked out at the same time, your entire Support row swaps places with the Vanguard. If both your Vanguard and Support rows are knocked out, you will lose the fight.

Characters in the Wait row can't be used in combat, and they don't gain any AP from fights. Characters in the Wait row cannot influence battles in any way. The Wait row is a good place for characters that have too much AP to spend, or don't have the right skills for your next fight.

There's also a special technique only available to Vayne, and only when he is in your Support row. To use this skill, you must make three offensive Support Actions, with Vayne as your last Support Action. Once you do this, it will trigger a Variable Strike. The Variable Strike does a lot more damage than a regular Support Action, and it also fills up a good chunk of your Burst gauge; however, you have to sacrifice the utility of your Support row for a few turns, so it can be a very risky maneuver. You can only use the Variable Strike once you unlock it, but Vayne will learn it automatically.

> Alchemy <

Alchemy is one of the fundamental systems in *Mana Khemia*. It is the process of taking items you collect, harvest, and buy, and synthesizing them into useful materials. As you gain access to increasingly exotic ingredients and rare recipes, the power of the materials you can make increases.

Naturally, Alchemy is where you will derive most of your power. You'll use Alchemy for all kinds of important things: making useful items, forging equipment, scoring well in some classes, unlocking skills in the Grow Book, and even completing Jobs!

Throughout the game, Alchemy should be your top priority. Your progress in Alchemy is limited not just to the ingredients you can find, but also to your list of recipes. Even if you have all the ingredients to make a given item, you won't be able to if you don't have the proper recipe! There are six ways to acquire new recipes: finding them in chests, buying them in shops, earning them from Bounty Head Jobs, getting ideas from your friends, acquiring them through cut scenes, or deriving the item yourself.

> Acquiring New Recipes <

Because finding and buying recipes are the easiest methods, you should always check shops at the beginning of each term, and fully explore every area available to you. Not only will this allow you to stock up on ingredients while you explore, but it will also make sure that you gain all the recipes locked away in chests. Likewise, you should do all the Bounty Head Jobs available, as they automatically unlock recipes upon completion.

Some recipes are gained automatically through the course of play. These include recipes for items like the Giant's Ring that you acquire while doing a Trivia Contest, as well as the recipe for the Loveless Potion that you can make during one of Nikki's character quests. For the most part, you don't have to worry about missing these items, since they're impossible not to get (with the Loveless Potion being the only exception, should you choose not to do the character quest).

Many of the recipes you acquire come from ideas from the characters in your workshop. After you finish synthesizing an item, occasionally you'll receive a short cut scene where a character will give you a new recipe. This doesn't always happen the first time you synthesize an item, but if such a scene will occur, the character's portrait will appear to the left of the item's name in the synthesis list. You should synthesize these items as soon as you are able to, so that you can gain access to more recipes.

The last way to gain new recipes is through derivation. When you synthesize items, most of the time you are allowed to choose from a list of available ingredients. Sometimes, if you swap in the right ingredient, Vayne will have an idea about a new recipe. It's worthwhile to try mixing in every ingredient available to you, so that you can gain recipes earlier. Since you don't actually have to complete the item (Vayne will discover the new recipe as soon as you select the right ingredient), you should try this as often as possible. Sometimes the game will let you know that derivations are possible by placing a light bulb icon next to the name of the item, but it's possible to derive items without this indicator.

> Cauldron Synthesis <

Your cauldron is located inside the Workshop, with a handy supply of Clearwater next to it. Simply inspect the cauldron, and it'll bring up the synthesis menu. There are three kinds of items you can synthesize in the cauldron: combat use items, materials, and key items.

Combat use items include healing and curative items, bombs, and buffing items. Any of the items in this list can be used in battle, and are useful materials for other syntheses. Generally, you will want to synthesize these at a very high ether level (with a few exceptions; Thunder Rods and Lightning Rods are the most notable) in order to optimize their effectiveness in battle.

Tip: Item Stack Ether Levels

When you synthesize a particular item, all copies of that item in your inventory (including equipped items!) change to match the properties of the most recent copy synthesized. That means that if you have to make an item at an ether level that isn't optimal for a Job or class, you can always go back and change the ether level of the whole stack. This is especially useful as you progress in the game, when you can synthesize your earlier items to much higher ether levels than you were first able.

This also applies to equipment forged in the Athanor. If you gain access to better materials, it's a good idea to go back and forge your equipment again; you can sell the duplicate, and your new equipment will be much stronger.

Materials are items that don't do anything by themselves, but are important for other syntheses. Unlocking material recipes can be much more important than other recipes, because one rare material can be used for a variety of other syntheses.

Key items rarely come into play, except in a few select classes. Generally, you can only synthesize these items at one ether level, and the materials for this item won't be used for anything else.

> Ether Levels and Item Properties <

The Ether Level of a synthesized item determines its Ether Effects, which in turn determine the way the item behaves when used in combat or to forge equipment. When synthesizing an item, you have to pay attention to the number in the bottom-left corner; this is the Ether Level of an item. Ether Effects are only available in a specific range of numbers, so it is important to synthesize the exact number you need. When you begin cauldron synthesis, you must first select your ingredients; the Ether Level of the ingredients you choose will determine the starting Ether Level of the item you're trying to synthesize. If you're trying for a high Ether Level, it's best to use items with a high Ether Level; likewise, if you're trying for a very low Ether Level, use the items with the lowest Levels that you can.

When you begin synthesis, you can control the Ether Level by selecting the proper element on the Element Wheel. The Wheel is the spinning dial at the bottom of your screen. If you select an element that matches the element of the ingredient, the Ether Level will increase by ten points. If you pick the anti-element, the Ether Level will decrease by ten points. Any other element will have no reaction, and the blank symbol causes the Ether Level to increase or decrease by a random amount—or not at all.

Tip: Easy Ether Management

Are you tired of looking up which item has what element? An easy way to remember is to look at the background of the card during synthesis; its color will correspond with an element on the Element Wheel.

The Element Wheel spins clockwise, in this order: > > > > . The anti-element is the next element in the sequence: is the anti-element of , is the anti-element of , and so on. Note: in this case, ignore for finding the next element in a series.

When you finish synthesizing the item, the Ether Level you end with will determine the item's Ether Effects. Most items have different Ether Effects depending on the Ether Level, so play around with it to get the desired quality; or, if you're looking for something in particular, check the Items section.

> Cooperative Synthesis <

You'll quickly notice that, in most syntheses, you'll only be able to alter the Ether Level by 30 points. For some items, you need to be able to alter the level by an even greater amount—if only you had someone to help you!

Luckily, your workshop friends can pitch in! Just press [square] to bring up the Cooperative Synthesis cards. These cards each represent a member of your workshop. Each card has a given effect, which will change your synthesis in some way. They're all self-explanatory: "Auto-synthesis" will have the character take over and do all the work for you, and "Ether Level up 50%" will raise your Ether Level by half its current amount. These cards are the key to mastering synthesis.

Tip: Use Your Friends Wisely!

Are you tired of having to make stacks of certain items, or running out of ingredients to make a key material? That's where the Workshop Schedule comes in. This handy chart is posted on the wall in your workshop, and you can use it to divide the work among the other characters. Your workshop can help you gather materials, and if you have them synthesize items on their own time, they won't use any of your ingredients. This is helpful if you only have enough items to make, say, one Brilliant Stone, but need seven more to unlock Grow Book items.

> Athanor Synthesis <

The Anthanor is similar to the workshop's cauldron. It's located in the workshop hallway, adjacent to your workshop; you can move back and forth between your cauldron and the Athanor by taking a short walk, which is helpful if you find you need some more materials in the middle of making equipment.

Athanor recipes are obtained and derived in the same way that cauldron recipes are, but forging is somewhat different from synthesis. You still pick ingredients for your recipes in the same matter, but you don't need to worry about Ether Levels; finished equipment won't have an Ether Level at all, and is never used in your cauldron.

Instead, you forge the item automatically, without having to mess with elements at all. At the end of the forging process, you power up the item using Ether Effects.

> Ether Effects <

The Ether Effects on the materials you used for forging add an extra boost of power to your equipment. On each piece of equipment, you're allowed to slot one Common Skill (generic magic skills that any character can use), and two Ether Effects. Ether Effects are very useful: they can raise the critical rate of an item, boost the bonus SP an item awards, or even give your normal attacks an instant-kill chance. Ether Effects are the real key behind making your characters even stronger.

Note: Ether Effects don't stack. While different Ether Effects that both raise attack (like Heavy and ATK+) can work together, Ether Effects with the same name will only confer one bonus. If you slot Critical+ on your weapon and Critical+ on your armor, only the one with the biggest bonus will count, and they'll never add together. For this reason, you should carefully plan all your equipment before you forge, so that you can make maximum use of your Ether Effects.

Another thing to consider is that many Ether Effects are more or less powerful depending on what item they're placed on, as well as what character the item will be equipped to. Physical characters will get a bigger boost out of ATK+ Ether Effects than characters that use magic. In addition, you might find adding attack boosts to a defensive item to be completely worthless.

> Character Guides <

This section includes useful hints on how to get the most out of the characters in your workshop. We've got everything covered; Task Schedule optimization, killer combos, and even lists of character-specific skills!

> Vayne <

Vayne is the "leader" of the group in that he's the character that ends up having to do everything. As the game's protagonist, he's fairly balanced overall, with a mixture of very important skills. His stats aren't exceptional in any one area, but he makes a great physical attacker.

Skills

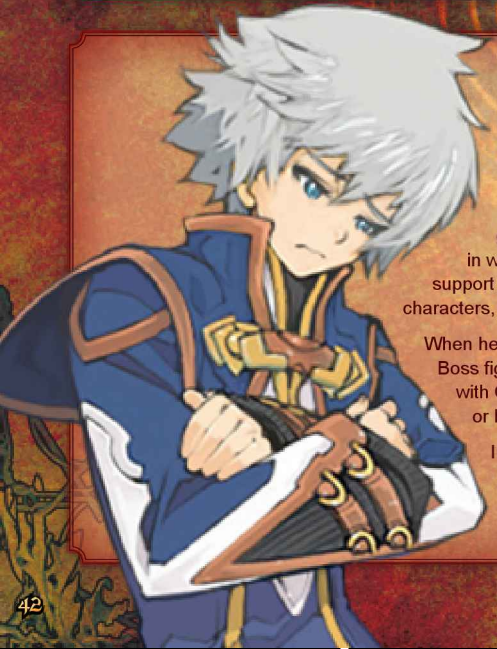
Name	Description	Effect	Element
Valiant Claw	ATK Support	Single Enemy x2 HIT; Knockback	
Massive Guard	DEF Support	Block 100% Phys.	
Einzelkampf	Finishing Burst	Single Enemy x9 HIT	
Analyze	Single Enemy x3 HIT	Displays Enemy HP and Weakness	
Eluding Thorn	Range(L) x2 HIT		
Shade Shift	Time Skill	Gain Extra Actions	
Chaos Devotion	Single Enemy x7 HIT		
Over Realm	Double Up Skill	Haste 3 Actions	
Blade Pillar	Single Enemy x2 HIT		
Rising Pillar	Row(L) x3 HIT		
Violent Pillar	All Enemies x5 HIT		

Vayne has a few really great skills. The most important is Analyze, as you're blind without it. You should always be using Analyze to determine your enemies' weaknesses, as well as to get a general idea of bosses' HP. You won't be able to determine the exact number, but it's a nice progress meter.

Most of Vayne's skills do very little damage, at least at first. Once you unlock Violent Pillar and Chaos Devotion, Vayne starts to put on the heat. You'll be spamming Violent Pillar a lot in the later stages, as it is a great way to soften up groups of enemies, and Chaos Devotion is a great way to chip away Boss HP.

Over Realm and Shade Shift are also awesome skills. Shade Shift essentially gives Vayne another Timecard, as long as he stays in play. Combine that with the hasting power of Over Realm, and you end up with a lot of turns for Vayne. This is a great way to keep control in a fight.

> General Strategies (and wicked combos) <



Vayne should spend most of his time in the vanguard row, especially at the start of battle. Shade Shift and Over Realm are useless if Vayne is in the support row, and the quicker you can Analyze new enemies, the better.

If you have to move him to the support row to gain SP or to avoid a hit, try to bring him back in with an offensive support action. His defensive support action is somewhat weak compared to other characters, and you can always afford the knock back effect.

When he's in play, use Shade Shift and Over Realm in Boss fights to take control of the field. Hammer away with Chaos Devotion, and use your extra turns to heal or boost your allies.

In regular encounters, spam Analyze and Violent Pillar constantly. You'll make sure that you stay up-to-date on all the enemies, and you'll be dealing large amounts of group damage.

> Jess <

Jess isn't a very strong character, but she has a lot of useful support abilities.

Her healing abilities in particular will see you through most of the game, and she has many surprisingly useful skills.

> Task Schedule and Synthesis <

Jess's time is best spent making bombs or healing items. She's very adept at making things that explode, so have her start working on these items immediately. If you like to use On-the-spot synthesis a lot, have her make a lot of black powder; otherwise, you'll get more mileage out of making the stronger bombs or SP-restoring items.

Jess doesn't have too many Cooperative Synthesis cards that you can use, but her Auto-Synthesis guarantees that she'll always pick the anti-element. This is useful if you're trying to lower the quality of the item, but are having trouble doing it yourself.

Skills

Name	Description	Effect	Element
Mana Blast	ATK Support	Range(L) x4 HIT	
Cheer Healing	DEF Support	Heal All Allies	
Wind's Whisper	Finishing Burst	Single Enemy x9 HIT	
On-the-spot Synthesis	Double Up Skill	List Skill	
	Flamer	All Enemies x1 HIT	
	Icer Bomb	All Enemies x1 HIT	
	Donor Bomb	All Enemies x3 HIT	
	N—A	Single Enemy x1 HIT	

Skills (cont.)

Name	Description	Effect	Element
	Healing Vase	Heal All Allies	
Thundering Hammer	Single Enemy x1 HIT	Seal	
Minimum Tornado	Range(S) x6 HIT		
Funny Pouch	Single Enemy x4 HIT	Turns enemy into sweets if killing blow	
Sky Present	Time Skill	Place 3 Timecards; Random Damage	
Healing Echo ά	Time Skill	Place 1 Timecard (lasts 2 turns); Heal Single Ally	
Healing Echo β	Time Skill	Place 2 Timecards (lasts 2 turns); Heal Single Ally	
Healing Echo Ω	Time Skill	Place 1 Timecard (lasts 2 turns); Heal All Allies	

The Healing Echo skills are the most useful skills that Jess has. These can be your main source of healing for much of the game, so you should make sure that Jess is stocked up on SP and constantly refreshing Healing Echo.

Funny Pouch is also extremely useful. When an enemy is low on HP, use Funny Pouch to turn it into a sweet; many items require ingredients you can only gather with this skill.

> General Strategies <

For the beginning part of the game, use Jess to throw items and keep the party fully healed. She gains access to Item Knowledge and Item Quick, which makes her a great bomb-tosser, and it's easy to keep Healing Echo in play. If you watch your time cards carefully, you can use her to unload elemental bombs and drive the Burst gauge up very quickly.

Later in the game, she starts to lose her usefulness once Pamela becomes fully-powered. However, she's great to keep around in the Wait row; you can use Healing Echo out of battle to replenish your HP between fights. If you like keeping her around, On-the-spot synthesis can be a great source of damage—as long as you're willing to stock up on materials for it.

Jess is best left in the support row, where you can take advantage of her defensive support action; you can gain a free group heal, which is nice for mitigating damage. Her attacks aren't too powerful, but her wide access to support skills can be powerful if used properly.

> Nikki <

Nikki is a super-fast, in-your-face attacker. She has arguably the most important skill in the game, and her tremendous speed means you tend to get the drop on your enemies. She's very versatile, and boasts the second highest ATK in the game—next to Flay, of course.

> Task Schedule and Synthesis <

Nikki is an amazing little gatherer. She doesn't synthesize many items too well, unless they involve her favorite foods! However, she can easily gather from many places in the game, and always brings back a huge haul. Once she gains her +Gathering skill, you'll be buried in items.

Nikki has some decent Cooperative Synthesis cards. Her Reset Ether Level to 0 is important for some Bring Me! quests, but you should avoid her Auto-Synthesis; she generally picks whatever she wants, which doesn't give you a consistent end.

Skills

Name	Description	Effect	Element
Wild Rush	ATK Support	Single Enemy x1 HIT; Knockback	
Life Guard	DEF Support	Self Refresh	
Super Nikki Punch	Finishing Burst	Single Enemy x11 HIT	
Summon Friend	List Skill		
	Team Kobold	Single Enemy x4 HIT; Steal Item	
	Kobold Hero	All Enemies x2 HIT; Knockback	
	Panther Raid	Row(S) x3 HIT	
	Panther Beat	Time Skill; Place 2 Timecard; Single enemy x4 HIT	
	Harpy Sisters	All Enemies x3 HIT; Knockback	
	Harpy Dive	Double Up Skill; Range(L) x2 HIT	
	Bear Homerun	Single Enemy x2 HIT; Instant Kill	
	Bear Charge	Single Enemy x6 HIT	
	Koalaria Knock	Single Enemy x3 HIT; Easier to Stun	
	Koalaria Screw	Single Enemy x6 HIT; Easier to Stun	
Heart Cracker	Single Enemy x5 HIT	Gain hearts from animals if killing blow	
Heartful Action	Single Enemy x6 HIT	Gain hearts from animals if killing blow	
Wood Shake	Double Up Skill	All Enemies x6 HIT (S)	
Wood Swing	Double Up Skill	All Enemies x6 HIT (M)	
Wood Storm	Double Up Skill	All Enemies x6 HIT (L)	
Decoy Shield	Single Ally	Immunity to damage	

Nikki has the *best* skill, hands down. Team Kobold allows you to steal many items you wouldn't otherwise have access to, which allows you to make useful items much sooner. It also helps if you're trying to farm especially rare items; most of the time, you can steal rare items easier than you can gather them.

Decoy Shield is a great skill to use to help mitigate damage. If you find that Nikki isn't suited to attacking the enemies you're currently fighting, it's not a bad idea to have her spend a few turns using Decoy Shield to protect the party.

Make sure you use Heart Cracker and Heartful Action to stock up on animal hearts. You will need a huge amount of Kobold Thoughts in your game, so be sure to let Nikki take care of any kobolds you encounter.

> General Strategies (and secret potions) <

Nikki gains access to the Quick skill very early, which means she'll be acting a lot more often than any other character. Combine this with her high SPD stat, and you won't have to wait very long between turns.

One good way to take advantage of her speed is to have her use Boost and Decoy Shield on the party; it doesn't take long to use these skills under normal circumstances, but they're especially useful if they're Quick. You can buff the whole party in only a few turns, which makes Nikki a great support character.

For the early parts of the game, Nikki also makes a great attacker. Her high speed means she'll get to act very often, and Panther Raid is a decent skill to chip away Boss HP. Heart Cracker and Heartful Action can also deal decent damage, and because Nikki's skills mostly rely on Hearts and not SP, she's free to use some of the more costly Common Skills, like Heaven's Gate.

Nikki is useful in either the vanguard or the support row. Either of her support actions are great; it never hurts to knock the enemy back a few cards, and her defensive action makes sure she always has a supply of healing.

Be sure to do Nikki's first two Character Quests; the second quest unlocks the Loveless Potion, which you will need to unlock some items in her Grow Book.

Nikki is a great thief, and one of the important parts of being a thief is knowing how to get away from trouble. Because of her high speed, Nikki usually gets to act first, even if enemies surprise you—which makes her perfect for running away. Moreover, because she is Quick, you won't have to wait around long if you fail to run away the first time.

> Pamela <

Pamela is an amazing defensive character. Against single-target enemies, you virtually never need healing, and she has access to one of the best support skills. She also charges her support card the quickest, meaning you'll have a lot of time to use her support actions.

> Task Schedule and Synthesis <

Because Pamela isn't very useful when she first joins your party, you may want to consider benching her in the Wait row and having her go out on Searches. This way, she'll have a good supply of AP for when you unlock her better skills.

Otherwise, Pamela can easily gather from any area, so long as it is (or was) part of the school. One of the more important items she can gather is 99% Chaos Choco from inside the Resource Center depths. She is also good at synthesizing different cloths and fibers, so put her to work on those if you have a shortage.

Pamela has a great Cooperative Synthesis card. Her Ether Level down 50% is a great way to dramatically lower the Ether Level of an item.

Skills

Name	Description	Effect	Element
Phantom Touch	ATK Support	Single Enemy x1 HIT; Self Heal SP	
Bear Shift	DEF Support	Immunity to damage	
My Gift To You	Finishing Burst	Single Enemy x5 HIT	
Chomp Chomp	Single Enemy x4 HIT	Curse	
Poltergesit	Range(M) x1 HIT		

Name	Description	Effect	Element
No Bullying!	Single Enemy	The lower Pamela's HP, the higher the Damage	
Immortal Body	Self Only	Revive with Full SP after KO (some delay)	
Have Fun	List Skill	Use HP to power skills	
	Slimy Poof	All Enemies x1 HIT; Poison	
	Happy Twins	Single Enemy x1 HIT; Seal	
	Seeker	Single Enemy; Erase enemy traits	
	Goopy Drop	Range(M) x1 HIT; Cole gain UP	
	Friends	Time Skill; Place 1 Timecard (lasts 2 turns); Single Enemy x4 HIT	
	Bear	Single Enemy x7 HIT	
	Freeze Bomb	Single Enemy x1 HIT; Sleep	
	Let's Be Friends	Single Enemy x1 HIT; Slow	
Kiss 2 Bear	Single Enemy x4 HIT	Drain enemy HP	
Kiss 3 Bear	Single Enemy x3 HIT	Drain enemy HP	
Kiss 2 Everyone	All Enemies x4 HIT	Drain enemy HP, heal all allies	

Pamela's most important skill is Seeker. Once you gain access to this skill, she'll be able to erase any enemy resistance. This allows you to get through any defense, no matter how tough.

> General Strategies (and awesome defenses) <

Pamela has the best defensive options, with the possible exception of Muppy. She becomes completely immune to physical attacks, and can't ever be knocked out; after a few turns, she'll get right back up, with full SP to boot. Unfortunately, if everyone else in the party is knocked out as well, you'll still lose.

Her defensive support is amazing. She won't take any damage, as she is completely immune to the attack; no matter what enemy attack she's blocking, she won't ever be affected by any bad status effects, or accumulate damage. It's very easy to heal a party that never gets hurt! For this reason, you should always keep Pamela in the support row, ready to take hits for other characters.

No Bullying! also does a great amount of damage at low HP. Since HP is used to power a lot of her skills, such as Seeker, you don't have to worry about keeping Pamela healed. Just let her take a lot of damage—or inflict it yourself—and watch the damage output of No Bullying! skyrocket.

Since she uses HP instead of SP to power a lot of her skills, feel free to equip her with SP-draining Common Skills, like Meteor, Heaven's Gate, Half, or Death Sphere.

> Flay <

Flay is, without trouble, the biggest source of damage dealing in the entire game. If you manage Flay properly, he'll be able to deal out astonishing amounts of pain to your enemies.

> Task Schedule and Synthesis <

Flay is pretty lazy when it comes to work schedules, so he doesn't gather very well; however, he's great at synthesizing weapons and metals. Since you'll need several different kinds of steel—and in huge quantities—putting Flay to work on Black Steel or Pretty Ribbons or most armors is a great idea.

Flay also has some great Cooperative Synthesis cards. He can raise the Ether Level by 10 or 30 points at a time, which is very helpful if you're going for a high Ether Level.

Skills

Name	Description	Effect	Element
Armor Break	ATK Support	Single Enemy x1 HIT; Defense Down	
Double Counter	DEF Support	100% Counter chance	
Maximum Drill	Finishing Burst	Single Enemy x6 HIT	
Starshot	Time Skill	Place 2 Timecards; Single Enemy x5 HIT	
Big Impact	Single Enemy x3 HIT		
Buster Star	Time Skill	Place 3 Timecards; Single Enemy x7 HIT	
Drill Twist	Single Enemy x5 HIT	Weaken Defense	
Raiden Charge	Self Only	Add [lightning icon] to attacks and skills	
Mega Screw	Double Up Skill	Single Enemy x2 HIT; Knockback	
Hyper Screw	Double Up Skill	Single Enemy x5 HIT; Knockback	
Screw Driver	Range(S) x6 HIT	Knockback	

Flay's Starshot is a great skill. Early in the game, it provides a consistent source of damage, at a very low cost to SP. Since it hits a decent number of times, it also raises the Burst gauge somewhat quickly. Stacking cards and cards of Starshot onto the card gauge is a very effective strategy in the beginning.

Raiden Charge and Screwdriver are top-priority skills for you to unlock.

> General Strategies (and crazy damage) <

Beyond spamming Starshot, Flay has a much, much better combination.

Raiden Charge costs very little SP, changes Flay's attack type to lightning, *and* adds an ATK boost. This lets Flay deal normal damage to enemies that resist physical, and it also means that he can deal crazy amounts of damage to enemies that are weak to lightning. Very frequently, if Flay is the one to initiate Burst Mode, your Finishing Burst condition is to simply inflict lightning damage—not a problem at all with Raiden Charge!

Since Raiden Charge boosts attack power, it also increases the damage output of Screwdriver, which is possibly the best offensive skill in the game. Screwdriver does huge amounts of damage, which far surpasses the other characters. On your first time through the game, you will be hard-pressed to find a better source of damage. Screwdriver also can hit groups of enemies that are bunched tightly together, meaning you can take out many enemies at once.

Flay also has a great offensive support action. It deals a good amount of damage, and decreases the enemy's defense, which, in turn, increases the damage of Screwdriver. It's a lovely, vicious cycle.

Flay's Finishing Burst also tends to deal more damage than other members of your party. Raiden Charge can also power up Flay's Finishing Burst, meaning you can use it on enemies that resist physical, and using it on enemies that are weak against lightning almost seems cruel.

Because Flay is such a powerhouse, he does well in either the vanguard or the support row. He has enough HP to last through most any attack, and he has the damage to get the job done. He is rather slow, however, so you should spend some time specifically equipping items that boost his speed; otherwise, lay on items that boost attack, and go to town.

> Roxis <

Roxis is a very useful character, and is essential to any Boss fight. If you don't have Roxis in your party in the later stages of the game, you're asking for trouble. He has many skills that are very useful, and when used properly he can decide the outcome of any fight.

> Task Schedule and Synthesis <

Roxis doesn't gather too well, but he is amazing at synthesizing items. Most characters are only good at making one or two types of items, and poor at everything else; Roxis, however, is great at making one or two types of items, good at creating most types of items, and only does poorly in a few kinds of syntheses. You should use Roxis to synthesize items that are difficult to make, or that you'll need a lot of; Angel Wings come to mind.

Roxis also has some great Cooperative Synthesis cards. He can change the Ether Level by sizeable numbers, and his Auto-synthesis always selects the correct element. Roxis won't be able to do Cooperative Synthesis until you complete his third Character Quest.

Skills

Name	Description	Effect	Element
Energy Seal	ATK Support	Seal	
Swift Change	DEF Support	+HIT Normal Attack	
Duelist	Finishing Burst	Single Enemy x6 HIT	
Purifying	Card Gauge Select Skill	5 Cards x1 HIT; Clears enemy Timecards, damage Enemy cards	
Retraction	Card Gauge Select Skill	5 Cards; Move Ally cards within range to front of card gauge	

Skills (cont.)

Name	Description	Effect	Element
Judgement	Time Skill	1 Card (lasts 3 turns); Single Enemy x5 HIT	
Trick Age	Single Enemy	The more empty cards in the card gauge, the higher the damage	
Prevention	All Allies	Immune to debuffs	
Moon Drive	Time Skill	Place 3 Timecards; Single Enemy x1 HIT	
Lunar Drive	Time Skill	Place 3 Timecards; Range(S) x5 HIT	
Chrona Drive	Time Skill	Range(M) x5 HIT	

Roxis gains access to many useful skills, but a lot of them are unavailable until the end of Roxis's second Character Quest. For this reason, you should do his first two quests as soon as possible.

> General Strategies (and cool card tricks) <

Retraction is a great skill. It allows Roxis to sacrifice his turn in order to let your other two characters go again. This is great if you're using skills that have long delays, or need to act again quickly to deal with a new threat. The uses are unlimited, and proper mastery of this skill is one key to victory.

Purifying is essential for Boss battles. It allows Roxis to remove Timecard skills, which gives you a great advantage over the enemy. Many Bosses use Timecard skills for their sources of big damage, so denying them access to those skills will keep you from taking needless amounts of damage.

Trick Age and Judgment are good sources of damage. Trick Age is best for fights with a limited amount of enemies, as it deals damage based on the amount of blank cards in the card gauge. Judgment is good Timecard skill, so use it whenever you can for a consistent source of damage.

> Anna <

Anna is a quick, direct attacker. She isn't as fast as Nikki, but she gains access to a wide variety of skills that let her act immediately, and she has a host of skills to deal large amounts of damage to a single target. This is perfect for boss fights.

> Task Schedule <

Anna is great for gathering items. The best use is to have her gather from locations that contain rare fruits. These items are a pain to gather, so let Anna do the work.

Anna is a decent choice in Cooperative Synthesis. She has some useful cards, and her Auto-synthesis forces the item to stay at the same Ether Level with which it started.

Skills

Name	Description	Effect	Element
Ready At Will	ATK Support	Single Enemy x1 HIT; Immediately take action	
Flurry Rush	DEF Support	Immediately take action	
Centiflora X	Finishing Burst	Single Enemy x6 HIT	
S-type Quick Dream	Single Enemy x1 HIT	Chance to Haste action; change lowers after each extra action	
S-type Shadow Chase	Row(S) x2 HIT	Instant Kill; easier if enemy HP is low	
S-type Slash Wave	Row(S) x1 HIT		
Dimension Slice W	All Allies	Lowers damage by Fire, Ice, and Thunder	

Skills (cont.)

Name	Description	Effect	Element
Blade Flow W	Double Up Skill	Card Gauge Select Skill; can't be harmed while activating	
Side Seal Chaos	Single Enemy x4 HIT		
Helm Bash Chaos	Single Enemy x8 HIT		
Dancing Blade Chaos	Single Enemy x10 HIT		

> General Strategies (and wicked combos) <

The key to using Anna effectively is speed. She should be jumping in and out of the support row on a near-constant basis, and generally doing a lot of damage. Both her offensive and defensive support actions allow her to act immediately, which you can use either to interrupt a string of enemy attacks, or to pile on the damage after Chaos Devotion or Trick Card.

S-type Quick Dream is a great skill, if you're the gambling type. Sometimes, you can get as many as six Quick Dreams off in a row, and still have time for one more action. If you stack up the Quick Dream damage and then go to Dancing Blade Chaos, you can deal an impressive amount of damage in one turn, and you have a very good chance of stunning the enemy. Pile on Stun+, Critcal+, SPD+, Daze+, and Death Blow as soon as you can, and Anna will be a very effective killing machine.

S-type Shadow Chase is a great move for regular fights, as well. Sometimes you can remove whole rows of enemies at the same time, which makes your life that much easier.

Anna works best in the support row. She uses a great deal of SP, and she doesn't have the defense to take a lot of hits. You should bring her in, attack with a flurry of blows, and then have her retreat again to the shadows to replenish her SP.

> Muppy <

Muppy may be a dirty old man, but he's a great all-around character. He has access to both powerful offensive and defensive abilities, and he is quick in the support row, as well.

> Task Schedule <

Muppy can gather from areas that other characters cannot. This means he can get to some hard-to-gather metals which are important for your synthesis. On the other hand, he's also great at forging difficult metals and other materials. On your first play through, you should probably have him do a mixture of both, until you figure out which will benefit you more.

Muppy is also useful in Cooperative Synthesis. His cards can move the Ether Level up and down a good range of points, but his best card allows you to simply redo the synthesis; if you mess up on an item, simply do it over without wasting any materials. Note that when you use Redo Synthesis, the item's beginning E-Level is going to be whatever it was when you activated the card.

Skills

Name	Description	Effect	Element
King's Wrath	ATK Support	Single Enemy x6 HIT; Sleep	
King's Protection	DEF Support	Guards all Allies	
Ruler's Prison	Finishing Burst	Single Enemy x8 HIT	
Change!	All Enemies	Change monsters into Puni	
Flying Pot	Single Enemy	Enemy is unable to act	
Revenge Cannon	Double Up Skill	All Enemies x3 HIT; The more attacks allies take during activation, the greater the damage	

Skills (cont.)

Name	Description	Effect	Element
Good Bye Bomb	All Enemies x1 HIT	Automatically activates on KO	
Impact Heaven	Single Enemy x1 HIT	Easier to stun	
Muppy Cannon	Range(S) x1 HIT		
Muppy Cannon mk2	Range(M) x1 HIT		
New Type "KSMM"	All Enemies x3 HIT		

Muppy's skills may seem somewhat confusing at first, but they are excellent. He is one of two characters that have fire-type skills, and he makes a great support character.

> General Strategies <

Aside from Pamela, Muppy has one of the most useful defensive support actions. He can fit the entire party into his spaceship, meaning he can take the brunt of a group-targeting attack. Using Muppy wisely will keep you from having to do a lot of extra healing, which will save you many actions—actions that can be used to dish out some attacks of your own. Muppy's Change! skill may seem ridiculous, but it's useful for getting through tough fights, or toning down the challenge of your battles. Muppy can swap the entire group of enemies out for a random type of Puni, which happens to be the type of monster that is weak against Muppy's attacks. It's terribly efficient, and also terribly unfair—just the kind of strategy you would expect!

Flying Pot is an extremely useful skill. It locks the enemy down for a few turns, canceling any actions that it might otherwise take. Judicious use of this skill can keep powerful enemies at bay, and can easily turn the tide of any battle.Muppy is great in the support row. Because he can take hits for the entire team, he should always be ready to swap in whenever you're about to be hit by a devastating party attack. If it manages to knock Muppy out, don't worry! Just before his spaceship explodes, he'll gladly return the favor.

> Grow Book <

The Grow Book is an essential part of your studies at Al-Revis Academy. It tracks the personal growth of all your characters, and is the key to gaining more power. Instead of the traditional level-up system, you spend AP gained from battles to purchase abilities, skills, and stat upgrades.

The Grow Book is laid out on a grid, with a series of interconnected slots. You move along the grow book by synthesizing new items. Each time you synthesize a required item, the slot will open up and allow you access to new upgrades. You can spend your points in any way you choose, and skip around however you like, provided you've synthesized the required items, of course.

Each character has a specific item that needs to be synthesized before her Grow Book will open up. This item is located in roughly the center of the grid (cell F4). Items that you haven't unlocked will be blacked out, and you won't be able to scroll past them. If you have the recipe for the item—but haven't synthesized it yet—a red exclamation point will appear, along with the name of the item.

Tip: Synthesize Everything, Often!

Remember: you don't need to have the item in your inventory, but you do have to synthesize it. If you find an item in a chest, it won't count for your Grow Book until you've synthesized it!

The Grow Book chart for each character has two parts: the actual grid, and then a table explaining the item information. The picture format is to help you see exactly where each item will appear on the grid, and the explanation chart tells you what item you need, along with the abilities you can purchase after synthesizing the item. We've also included the item numbers so that they'll be easier to look up in the Items section. Aren't we so nice?

> Vayne's Grow Book <

Vayne's probably the first character whose Grow Book you can complete. Almost all of his abilities come from items that are very easy to get in your game. If you ever have difficulty developing a part of his Grow Book, you almost definitely have missed something in a chest or a shop.

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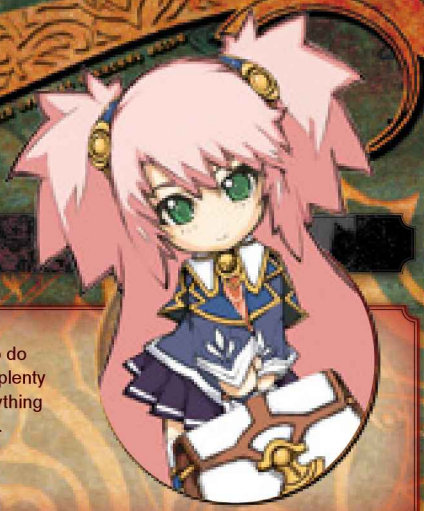
Key

A2	[224] Jumbo Donut	C7	[381] Winged Boots	G4	[298] Male Uniform	J5	[348] Thunder Ring
	Chaos Devotion		Supporter Recovery		+25 HP		+50 HP
A3	[225] Cait Sith	C8	[301] White Japanesque		+10 Magic		+15 Attack
	Violent Pillar				+5 Resistance		+15 Defense
A5	[380] Flying Fish Boots		Dragon Striker	G5	[358] Gloves of Artorius	K2	[162] Shiny Powder
		D2	[221] Pretty Ribbon				+30 SP
	+2 Speed		Shade Shift		+25 HP		+20 Magic
	+SP Recover (S)	D3	[353] Asclepius		+10 Attack		+10 Resistance
	+Support Speed (S)		+2 Speed		+5 Defense	K4	[361] Megingjorz
A6	[365] Archangel Wings	D5	[299] Altered Uniform M	H1	[228] Brisingamen		+50 HP
	+2 Speed		Last Stand		+20 Resistance		+20 Attack
	+SP Recovery (M)	D6	[373] Feather Charm	H2	[376] Tangerine Hat		+15 Defense
	+Support Speed (M)		+1 HIT		+20 SP	K5	[367] Scale Gauntlet
B1	[355] Symbol of Uroborus	D7	[377] Lando Cap		+10 Magic		+50 HP
			+1 HIT		+10 Resistance		+15 Attack
	Vayne A—Support	D8	[354] Stone of Alectoria	H5	[160] Black Powder		+15 Defense
B2	[222] Giant's Ring				+25 HP	K6	[368] Kaiser: Aqua Hero
	Overealm		+1 HIT		+10 Attack		
B3	[171] Black Liquid	E2	[220] Flea Necklace		+5 Defense		+50 HP
	+2 Speed		Blade Pillar	H6	[351] Electric Elect		+15 Attack
	+SP Recovery (S)	E3	[219] Leather Collar		+2 Speed		+15 Defense
	+Support Speed (S)		Eluding Thorn	H7	[357] Straw Doll	L2	[350] Diamond Dust
B4	[378] Yubana Cover	E4	[158] Flour		+2 Speed		+30 SP
	+2 Speed		+2 Speed	H8	[349] Fires of Hell		+30 Magic
	+SP Recovery (S)	E5	[356] Thorn Gauntlet		+30 Magic		+30 Magic
	+Support Speed (S)		+1 HIT	I2	[346] Flame Ring	L3	[369] Aroma Material
B5	[366] Fallen Wing	E6	[360] Angel Wing		+20 SP		+20 SP
	+2 Speed		+1 HIT		+10 Magic		+15 Magic
B8	[302] Gangster	E8	[362] Jade Tablet		+10 Resistance		+10 Defense
	Guts		+1 HIT	I3	[347] Ice Ring	L5	[330] Bleak Veil
B9	[371] Philosopher's Hand	F1	[375] Bunny Ears		+20 SP		+50 HP
			+30 SP		+15 Magic		+30 Attack
	+30 Attack	F2	[227] Magic Stone Collar		+10 Resistance		+30 Defense
B10	[226] Runed Collar			I5	[374] Kitty Ears	L6	[303] King Style
	Strong Chain		+50 HP		+25 HP		+25 HP
	+70 SP	F4	[218] Ragged Collar		+10 Attack		+15 Attack
	+30 Attack		+20 SP		+10 Defense		+10 Defense
C1	[363] Shield of Ajax		+10 Attack	I6	[370] Toad Mouth		
	Vayne D—Support		+5 Defense		+25 HP		
C2	[223] Bone Necklace	G1	[379] Afrotic Wig		+10 Attack		
	Rising Pillar		+20 Defense		+10 Defense		
C3	[352] Puppy Paw Gloves	G2	[161] Polish Powder	J2	[372] Glasses of Death		
			+20 SP		+30 SP		
	+2 Speed		+10 Magic		+15 Magic		
C5	[159] Salt		+5 Resistance		+15 Resistance		
	Item Knowledge	G3	[359] Vasilissa's Doll	J3	[364] Mirror of Gargol		
C6	[300] Japanesque Uniform		+20 SP		+25 HP		
			+10 Magic		+15 Magic		
	+ Status Recovery		+5 Resistance		+15 Resistance		



> Jess's Grow Book <

If you want to fill her Grow Book out quickly, be sure to do all the Bounty Head Jobs. This ensures that you'll get plenty of the recipes for her beloved bombs. Just about everything explosive shows up somewhere on Jess's Grow Book.

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Key

A2	[003] Heal All	C6	[035] Unipuni Pudding	G3	[359] Vasilissa's Doll	J3	[364] Mirror of Gargol
	List: Healing Pot		Item Quick		+20 SP		+25 HP
A3	[252] Alchemic Bag	C7	[381] Winged Boots		+10 Magic		+15 Magic
	Sky Present		Supporter Recovery		+5 Resistance		+15 Resistance
A5	[380] Flying Fish Boots	C8	[368] Kaiser: Aqua Hero	G4	[018] Flame	J5	[348] Thunder Ring
			Auto Mixer Stick		+25 HP		+50 HP
	+2 Speed	D2	[004] Cure Jar		+10 Attack		+15 Attack
	+SP Recovery (S)		Healing Echo β		+5 Defense		+10 Defense
	+Support Speed (S)	D3	[353] Asclepius	G5	[358] Gloves of Artorius	K2	[379] Afrotic Wig
A6	[365] Archangel Wings		+2 Speed		+25 HP		+30 SP
	+2 Speed	D5	[029] Orange Bomb		+10 Attack		+20 Magic
	+SP Recovery (M)		+Stats Recovery		+5 Defense		+10 Resistance
	+Support Speed	D6	[373] Feather Charm	H1	[254] Eco-bag	K4	[361] Megingjorz
B1	[355] Support of Uroborus		+1 HIT		Healing Echo		+25 HP
		D7	[377] Lando Cap	H2	[376] Tangerine Hat		+15 Attack
	Jess A—Support		+1 HIT		+20 SP		+10 Defense
B2	[026] Uni Bomb	D8	[354] Stone of Alectoria		+10 Magic	K5	[367] Scale Gauntlet
	List: N—A		+1 HIT		+10 Resistance		+50 HP
B3	[002] X Heal	E2	[249] Fake Brand Bag	H5	[357] Straw Doll		+15 Attack
	+2 Speed		Funny Pouch		+25 HP		+15 Defense
	+SP Recovery (S)	E3	[022] Lightning Rod		+10 Attack	K6	[333] Biohair Wig
	+Support Speed (S)		Thump Hammer		+5 Defense		+50 HP
B4	[378] Yubana Cover	E4	[001] Heal Jar	H6	[351] Electric Elect		+15 Attack
	+2 Speed		+2 Speed		+2 Speed		+15 Defense
	+SP Recovery (S)	E5	[356] Thorn Gauntlet	H7	[349] Fires of Hell	L2	[350] Diamond Dust
	+Support Speed (S)		+1 HIT		+30 SP		+30 SP
B5	[366] Fallen Wing	E6	[360] Angel Wing	H8	[028] Uni God		+30 Magic
	+2 Speed		+1 HIT		+30 Magic		+15 Magic
B8	[253] Plate Bag	E8	[362] Jade Tablet	I2	[346] Flame Ring	L3	[256] Dimension Bag
	Blocking		+1 HIT		+20 SP		+20 SP
B9	[371] Philosopher's Hand	F1	[021] Bobomb Ice		+10 Magic		+15 Magic
			List: Ice Bomb		+10 Resistance		+10 Defense
	Guts	F2	[019] Tera Flame	I3	[347] Ice Ring	L5	[375] Bunny Ears
B10	[255] Angel's Bag		List: Flame		+30 SP		+50 HP
	+Drop Rate	F4	[248] Favorite Bag		+15 Magic		+30 Attack
	+20 Resistance		+20 SP		+10 Resistance		+15 Defense
	+30 Magic		+10 Magic	I5	[370] Toad Mouth	L6	[369] Aroma Material
C1	[363] Shield of Ajax		+5 Resistance		+25 HP		+25 HP
	Jess D—Support	F5	[374] Kitty Ears		+10 Attack		+15 Attack
C2	[250] Brand Name Bag		+Gathering Skill		+10 Defense		+10 Defense
		F6	[030] Big Orange Bomb	I6	[027] Big Uni Bomb		
	Minimum Tornado		+Synthesis Skill		+25 HP		
C3	[352] Puppy Paw Gloves	G1	[023] Thunder Rod		+10 Attack		
			List: Thunder Bomb		+10 Defense		
	+2 Speed	G2	[020] Bomb Ice	J2	[372] Glasses of Death		
C5	[251] Alchemist's Basket		+20 SP		+30 SP		
			+10 Magic		+15 Magic		
	Item Knowledge		+5 Resistance		+15 Resistance		

> Nikki's Grow Book <

Socketing out Nikki's Grow Book calls for getting the Loveless Potion from her second Character Quest, then making sure you synthesize all of the game's many musical instrument recipes. While you can't play them, they're valuable materials for creating a lot of the best equipment items in the game.

Key

A2	[262] Sledgehammer	C7	[381] Winged Boots	G3	[359] Vasilissa's Doll	J3	[379] Afrotic Wig
	Heartful Action		Supporter Recovery		+20 SP		+50 HP
A3	[206] Alchemic Cymbal	C8	[294] Armored Crab		+10 Magic		+15 Magic
			Beast Striker		+5 Resistance		+15 Resistance
	Wood Storm	D2	[261] Crusher Twins	G4	[352] Puppy Paw Gloves	J5	[348] Thunder Ring
A5	[380] Flying Fish Boots		Decoy Shield		+25 HP		+50 HP
		D3	[353] Asclepius		+10 Magic		+15 Attack
	+2 Speed		+2 Speed		+5 Resistance		+10 Defense
	+SP Recovery (S)	D5	[290] Leather Cuirass	G5	[358] Gloves of Artorius	K2	[296] Silver Cuirass
	+Support Speed (S)		Blocking				+30 SP
A6	[365] Archangel Wings	D6	[373] Feather Charm		+25 HP		+20 Magic
	+2 Speed		+1 HIT		+10 Attack		+10 Resistance
	+SP Recovery (M)	D7	[377] Lando Cap		+5 Defense	K4	[361] Megingjorz
	+Support Speed		+1 HIT	H1	[264] Yula Hammer		+50 HP
B1	[355] Symbol of Uroborus	D8	[354] Stone of Alectoria		+30 Attack		+15 Attack
				H2	[347] Ice Ring		+15 Defense
	Nikki A—Support		+1 HIT		+20 SP	K5	[367] Scale Gauntlet
B2	[201] Metronome	E2	[203] Wood Tympani		+10 Magic		+50 HP
	List: Kobold		Wood Shake		+10 Resistance		+15 Attack
B3	[292] Bronze Plate	E3	[260] Brownie Hammer	H5	[259] Wooden Club		+15 Defense
	+2 Speed				+25 HP	K6	[204] Organne la Firste
	+SP Recovery (S)		List: Koalaria		+10 Attack		
	+Support Speed (S)	E4	[357] Straw Doll		+5 Defense		+50 HP
B4	[378] Yubana Cover		+2 Speed	H6	[351] Electric Elect		+15 Attack
	+2 Speed	E5	[356] Thorn Gauntlet		+2 Speed		+15 Defense
	+SP Recovery (S)		+1 HIT	H7	[334] Holy Beast Hide	L2	[350] Diamond Dust
	+Support Speed (S)	E6	[360] Angel Wing		+2 Speed		+30 SP
B5	[366] Fallen Wing		+1 HIT	H8	[349] Fires of Hell		+30 Magic
	+2 Speed	E8	[362] Jade Tablet		+100 HP		+5 Magic
B8	[295] Kaiserfish Mail		+1 HIT	I2	[346] Flame Ring	L3	[369] Aroma Material
	Last Stand	F1	[205] Velvet Horn		+20 SP		+20 SP
B9	[371] Philosopher's Hand		List: Panther		+10 Magic		+15 Magic
		F2	[263] Vorey Splitter		+10 Resistance		+10 Defense
	+30 Attack		List: Harpy	I3	[368] Kaiser: Aqua Hero	L5	[265] Grand Sledgehammer
B10	[297] Gold Mail	F4	[258] Crack Hammer		+20 SP		
	Beast's Heart		+20 SP		+10 Magic		+50 HP
	+30 Attack		+10 Attack		+10 Resistance		+30 Attack
	+30 Attack		+5 Defense	I5	[374] Kitty Ears		+15 Defense
C1	[363] Shield of Ajax	F5	[364] Mirror of Gargol		+25 HP	L6	[266] Thor Hammer
	Nikki D—Support				+10 Attack		+25 HP
C2	[189] Apollo's Diapason		+Gathering Skill		+10 Defense		+15 Attack
		F6	[375] Bunny Ears	I6	[370] Toad Mouth		+10 Defense
	Wood Swing		+Synthesis Skill		+25 HP		
C3	[207] Loveless Potion	G1	[202] Carabine Harp		+10 Attack		
	+2 Speed		List Bear		+10 Defense		
C5	[291] Iron Plate	G2	[376] Tangerine Hat	J2	[372] Glasses of Death		
	Item Quick		+20 SP		+20 SP		
C6	[293] Baked Plate		+10 Magic		+10 Magic		
	Quick		+5 Resistance		+15 Resistance		

> Pamela's Grow Book <

It takes a lot of AP to fill out everything in her Grow Book, and there's no unifying theme to what opens up slots on it. You just have to be sure you synthesize pretty much everything, including silly items like the Chocolate Robe. Try to buy up Pamela's cheaper abilities before saving up to buy her strongest ones.

Key

A2	[273] Super Alloy Claw	C6	[312] Raven Robe	G2	[313] Arabesque Robe	J2	[372] Glasses of Death
	Smooches for All 2		List: Sludge Drop		+20 SP		+20 SP
A3	[336] Robe of Life	C7	[381] Winged Boots		+10 Magic		+15 Magic
	List: Bear		Supporter Recovery		+5 Resistance		+10 Resistance
A5	[380] Flying Fish Boots	C8	[317] Fishscale Garb	G3	[359] Vasilissa's Doll	J3	[364] Mirror of Gargol
	+2 Speed		Physical Immunity		+20 SP		+25 HP
	+SP Recovery (S)	D2	[270] Steel Claw		+10 Magic		+10 Magic
	+Support Speed (S)		Munchie		+5 Resistance		+10 Resistance
A6	[365] Archangel Wings	D3	[353] Asclepius	G4	[357] Straw Doll	J5	[348] Thunder Ring
	+2 Speed		+2 Speed		+25 HP		+25 HP
	+SP Recovery (S)		List: Friendly Twins		+10 Attack		+15 Attack
	+Support Speed	D5	[005] Nectar		+5 Defense		+10 Defense
B1	[355] Symbol of Uroborus		Reincarnation	G5	[358] Gloves of Artorius	K2	[315] Aurora Curtain
	Pamela A—Support	D6	[373] Feather Charm		+25 HP		+20 SP
B2	[272] Alloy Claw		+1 HIT		+10 Attack		+15 Magic
	No Bullying!	D7	[377] Lando Cap		+5 Defense		+10 Resistance
B3	[182] Silver Thread		+1 HIT	H1	[183] Clear Fiber	K4	[361] Megingjorz
	+2 Speed	D8	[354] Stone of Alectoria		+20 Resistance		+25 HP
	+SP Recovery (S)			H2	[376] Tangerine Hat		+20 Attack
	+Support Speed (S)		+1 HIT		+20 SP		+15 Defense
B4	[378] Yubana Cover	E2	[269] Plastic Claw		+10 Magic	K5	[367] Scale Gauntlet
	+2 Speed		Bear Smooch 2		+10 Resistance		+25 HP
	+SP Recovery (S)	E3	[268] Doll's Claw	H5	[374] Kitty Ears		+15 Attack
	+Support Speed (S)		Poltergeist		+25 HP		+15 Defense
B5	[366] Fallen Wing	E4	[352] Puppy Paw Gloves		+10 Attack	K6	[368] Kaiser: Aqua Hero
	+2 Speed				+5 Defense		
B8	[316] Dragonscale Garb		+2 Speed	H6	[351] Electric Elect		+25 HP
	+Status Recovery	E5	[356] Thorn Gauntlet		+2 Speed		+15 Attack
B9	[327] Alchemy Robe		+1 HIT	H7	[328] Saint's Garb		+15 Defense
	List: Slimy Puff	E6	[360] Angel Wing		+2 Speed	L2	[274] Electric Claw
B10	[006] Super Nectar		+1 HIT	H8	[349] Fires of Hell		+20 SP
	The Grudge	E8	[362] Jade Tablet		+20 Magic		+30 Magic
	+Support Speed (L)		+1 HIT	I2	[346] Flame Ring		+10 Magic
	+20 Resistance	F1	[375] Bunny Ears		+20 SP	L3	[275] Hellclaw
C1	[363] Shield of Ajax		+30 SP		+10 Magic		+20 SP
	Pamela D—Support	F2	[371] Philosopher's Hand		+10 Resistance		+15 Magic
C2	[271] Bear Claw			I3	[347] Ice Ring		+10 Defense
	Bear Smooch 3		+50 HP		+20 SP	L5	[350] Diamond Dust
	List: Be My Friend	F4	[181] Dietary Fiber		+10 Magic		+25 HP
C3	[310] Black Cat		+20 SP		+5 Resistance		+30 Attack
	+2 Speed		+10 Magic	I5	[370] Toad Mouth		+15 Defense
	List: Freeze Bomb		+5 Resistance		+25 HP	L6	[369] Aroma Material
C5	[314] La Matador	F5	[318] Chocolate Robe		+10 Attack		+25 HP
	Item Quick		+Gathering Skill		+10 Defense		+15 Attack
		F6	[311] Kitty Ear Maid	I6	[329] Lucifer's Leotard		+10 Defense
			+Synthesis Skill		+25 HP		
		G1	[379] Afrotic Wig		+10 Attack		
			List: Hidey		+10 Defense		

> Flay's Grow Book <

His Grow Book is strikingly different from most of the other characters' and involves slotting a lot of unusual items like Bacon. A lot of items that slot to every other character don't slot to Flay, so he's another character that only fully develops if you're making a point of getting every recipe.

Key

A2	[233] Sharkgill Sword
	Buster Star
A3	[234] Pyre Blade II
	Screwdriver
A5	[380] Flying Fish Boots
	+2 Speed
	+SP Recovery (S)
	+Support Speed (S)
A6	[365] Archangel Wings
	+2 Speed
	+SP Recovery (M)
	+Support Speed
B1	[355] Symbol of Uroborus
	Flay A—Support
B2	[232] Alvero
	Drill Twist
B3	[378] Yubana Cover
	+2 Speed
	+SP Recovery (S)
	+Support Speed (S)
B4	[366] Fallen Wing
	+2 Speed
	+SP Recovery (S)
	+Support Speed (S)
B5	[168] White Steel
	+2 Speed
B8	[319] Estevan Guard
	Last Stand
B9	[371] Philosopher's Hand
	+30 Attack
B10	[235] Progius
	Super Guts
	+30 Attack
	+100 HP
C1	[363] Shield of Ajax
	Flay D—Support
C2	[231] Machine Cradle
	Hyper Screw
C3	[166] Red Steel
	+2 Speed
C5	[165] Black Steel
	Item Quick
C6	[320] Bone Breastplate
	Guts
C7	[381] Winged Boots
	Supporter Recovery
C8	[317] Fishscale Garb
	Demon Striker
D2	[230] Pyre Blade
	Raiden Charge
D3	[176] Goat Cheese
	+2 Speed
D5	[177] Bacon
	Blocking
D6	[373] Feather Charm
	+1 HIT
D7	[377] Lando Cap
	+1 HIT
D8	[354] Stone of Alectoria
	+1 HIT
E2	[011] Steak
	Big Impact
E3	[012] Broiled Fish
	Mega Screw
E4	[356] Thorn Gauntlet
	+2 Speed
E5	[353] Asclepius
	+1 HIT
E6	[360] Angel Wing
	+1 HIT
E8	[362] Jade Tablet
	+1 HIT
F1	[331] Gallant Mantle
	+30 SP
F2	[321] Crown Breastplate
	+50 HP
F4	[352] Puppy Paw Gloves
	+20 SP
	+10 Magic
	+5 Resistance
F5	[347] Ice Ring
	+Gathering Skill
F6	[364] Mirror of Gargol
	+Synthesis Skill
G1	[169] Altena Ingot
	+20 Defense
G2	[178] Smoked Fish
	+20 SP
	+10 Magic
	+5 Resistance
G3	[359] Vasilissa's Doll
	+20 SP
	+10 Magic
	+5 Resistance
G4	[358] Gloves of Artorius
	+25 HP
	+10 Attack
	+5 Defense
G5	[357] Straw Doll
	+25 HP
	+10 Attack
	+5 Defense
H1	[170] Gold Bullion
	+20 Resistance
H2	[376] Tangerine Hat
	+20 SP
	+10 Magic
	+5 Resistance
H5	[374] Kitty Ears
	+25 HP
	+10 Attack
	+5 Defense
H6	[351] Electric Elect
	+2 Speed
H7	[014] Fish Boat: Marlow
	+2 Speed
H8	[349] Fires of Hell
	+30 Magic
I2	[346] Flame Ring
	+20 SP
	+10 Magic
	+10 Resistance
I3	[368] Kaiser: Aqua Hero
	+20 SP
	+10 Magic
	+10 Resistance
I5	[370] Toad Mouth
	+25 HP
	+10 Attack
	+10 Defense
I6	[163] Magical Clay
	+25 HP
	+10 Attack
	+10 Defense
J2	[372] Glasses of Death
	+20 SP
	+15 Magic
	+15 Resistance
J3	[375] Bunny Ears
	+50 HP
	+10 Magic
	+10 Resistance
J5	[348] Thunder Ring
	+50 HP
	+15 Attack
	+10 Defense
K2	[164] Blood Clay
	+30 SP
	+20 Magic
	+10 Resistance
K4	[361] Megingjorz
	+50 HP
	+20 Attack
	+15 Defense
K5	[367] Scale Gauntlet
	+50 HP
	+15 Attack
	+15 Defense
K6	[379] Afrotic Wig
	+50 HP
	+15 Attack
	+15 Defense
L2	[350] Diamond Dust
	+30 SP
	+30 Magic
	+5 Magic
L3	[369] Aroma Material
	+20 SP
	+15 Magic
	+10 Defense
L5	[236] Quartz Slicer
	+50 HP
	+30 Attack
	+15 Defense
L6	[237] Deus Ex Machina
	+25 HP
	+15 Attack
	+10 Defense

> Roxis's Grow Book <

If you don't complete Roxis's second Character Quest, then purchasing all of his abilities is literally impossible. The game won't let you purchase any Skills that involve his Mana until you've helped Roxis make his pact. Those are, of course, all of his best Skills...

	A	B	C	D	E	F	G	H	I	J	K	L
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												

Key

A2	[243] Solingen
	Korona Drive
A3	[244] Wild Card
	Judgment
A5	[380] Flying Fish Boots
	+2 Speed
	+SP Recovery (S)
	+Support Speed (S)
A6	[365] Archangel Wings
	+2 Speed
	+SP Recovery (M)
	+Support Speed
B1	[355] Symbol of Uroborus
	Roxis A—Support
B2	[242] Trauer Tarot
	Trick Edge
B3	[195] Canone Crystal
	+2 Speed
	+SP Recovery (S)
	+Support Speed (S)
B4	[378] Yubana Cover
	+2 Speed
	+SP Recovery (S)
	+Support Speed (S)
B5	[366] Fallen Wing
	+2 Speed
B8	[032] Big Lando Bomb
	Quick
B9	[371] Philosopher's Hand
	+SP Recovery (L)
B10	[245] Itsa Card
	— SP Consumption
	+70 SP
	+30 Magic
C1	[363] Shield of Ajax
	Roxis D—Support
C2	[188] Holy Crest Paper
	Lunar Drive
C3	[184] Plosion
	+2 Speed
C5	[042] Veggielicious
	Item Knowledge
C6	[322] Panzer Cloak
	Guts
C7	[381] Winged Boots
	Supporter Recovery
C8	[043] Veggie Purple
	Spirit Striker
D2	[240] Flonne's Charm
	Retraction
D3	[353] Asclepius
	+2 Speed
D5	[041] 120% Fruit
	Counter
D6	[373] Feather Charm
	+1 HIT
D7	[377] Lando Cap
	+1 HIT
D8	[354] Stone of Alectoria
	+1 HIT
E2	[239] Astral Card
	Moon Drive
E3	[031] Lando Bomb
	Prevention
E4	[352] Puppy Paw Gloves
	+2 Speed
E5	[356] Thorn Gauntlet
	+1 HIT
E6	[360] Angel Wing
	+1 HIT
E8	[362] Jade Tablet
	+1 HIT
F1	[375] Bunny Ears
	+30 SP
F2	[007] Shining Grail
	+50 HP
F4	[187] Zettel
	+20 SP
	+10 Magic
	+5 Resistance
F5	[347] Ice Ring
	+Gathering Skill
F6	[241] Bonus Card
	+Synthesis Skill
G1	[010] Elixir
	+20 Defense
G2	[357] Straw Doll
	+20 SP
	+10 Magic
	+5 Resistance
G3	[359] Vasilissa's Doll
	+20 SP
	+10 Magic
	+5 Resistance
G4	[008] Amber Soup
	+25 HP
	+10 Attack
	+5 Defense
G5	[358] Gloves of Artorius
	+25 HP
	+10 Attack
	+5 Defense
H1	[379] Afrotic Wig
	+20 Resistance
H2	[376] Tangerine Hat
	+20 SP
	+10 Resistance
H5	[374] Kitty Ears
	+25 HP
	+10 Attack
H6	[351] Electric Elect
	+2 Speed
H7	[323] Imperial Cloth
	+2 Speed
H8	[349] Fires of Hell
	+30 Magic
I2	[346] Flame Ring
	+20 SP
	+10 Magic
	+10 Resistance
I3	[196] Glacier Crystal
	+30 SP
	+15 Magic
	+10 Resistance
I5	[370] Toad Mouth
	+25 HP
	+10 Attack
	+10 Defense
I6	[197] Thunder Crystal
	+25 HP
	+10 Attack
	+10 Defense
J2	[372] Glasses of Death
	+30 SP
	+15 Magic
	+15 Resistance
J3	[364] Mirror of Gargol
	+25 HP
	+15 Magic
	+15 Resistance
J5	[348] Thunder Ring
	+50 HP
	+10 Attack
	+10 Defense
K2	[009] Tranquilizer
	+30 SP
	+20 Magic
	+10 Resistance
K4	[361] Megingjorz
	+25 HP
	+15 Attack
	+10 Defense
K5	[367] Scale Gauntlet
	+50 HP
	+15 Attack
	+15 Defense
K6	[368] Kaiser: Aqua Hero
	+50 HP
	+15 Attack
	+15 Defense
L2	[350] Diamond Dust
	+30 SP
	+30 Magic
	+15 Magic
L3	[369] Aroma Material
	+20 SP
	+15 Magic
	+10 Defense
L5	[332] Grand Alchemist
	+50 HP
	+30 Attack
	+15 Defense
L6	[246] Type Solomon
	+25 HP
	+15 Attack
	+10 Defense

> Anna's Grow Book <

There's nothing really unusual about Anna's Grow Book. She slots common items, mostly, and rare equipment you'd want to make anyway. Likewise, it's not difficult to acquire the AP needed to purchase all of her skills. This makes her valuable on a first cycle, when more potent characters are still developing.

Key

A2	[324] Feathery Flow	C7	[309] Heaven's Silk	G3	[359] Vasilissa's Doll	J3	[364] Mirror of Gargol
	Focus: Shadow Step		Supporter Recovery		+20 SP		+50 HP
A3	[280] Ben Breaker	C8	[368] Kaiser: Aqua Hero		+10 Magic		+15 Magic
	Chaos: Lucid Moment				+5 Resistance		+15 Resistance
A5	[380] Flying Fish Boots		Undead Striker	G4	[352] Puppy Paw Gloves	J5	[348] Thunder Ring
		D2	[277] Dimentia Blade		+25 HP		+50 HP
	+2 Speed		Word: Flow Blade		+10 Attack		+15 Attack
	+SP Recovery (S)	D3	[353] Asclepius		+5 Defense		+10 Defense
	+Support Speed (S)		+2 Speed	G5	[358] Gloves of Artorius	K2	[325] Star Queen
A6	[365] Archangel Wings	D5	[357] Straw Doll		+25 HP		+30 SP
	+2 Speed		Quick		+10 Attack		+20 Magic
	+SP Recovery (M)	D6	[373] Feather Charm		+5 Defense		+10 Resistance
	+Support Speed (S)		+1 HIT	H1	[379] Afrotic Wig	K4	[361] Megingjorz
B1	[355] Symbol of Uroborus	D7	[377] Lando Cap		+30 Attack		+50 HP
			+1 HIT	H2	[376] Tangerine Hat		+20 Attack
	Anna A—Support	D8	[354] Stone of Alectoria		+20 SP		+15 Defense
B2	[279] Blue Dragon				+10 Magic	K5	[367] Scale Gauntlet
	Word: Warp Slice		+1 HIT		+10 Resistance		+50 HP
B3	[174] Silky Cloth	E2	[307] Bad Girl	H5	[305] Altered Uniform F		+15 Attack
	+2 Speed		Focus: Flash Dream		+25 HP		+15 Defense
	+SP Recovery (S)	E3	[306] Long Uniform		+10 Attack	K6	[040] Sweetland
	+Support Speed (S)		Chaos: Direct Seal		+5 Defense		+50 HP
B4	[378] Yubana Cover	E4	[304] Female Uniform	H6	[351] Electric Elect		+15 Attack
	+2 Speed		+2 Speed		+2 Speed		+15 Defense
	+SP Recovery (S)	E5	[356] Thorn Gauntlet	H7	[282] Pellucian	L2	[350] Diamond Dust
	+Support Speed (S)		+1 HIT		+2 Speed		+30 SP
B5	[366] Fallen Wing	E6	[360] Angel Wing	H8	[349] Fires of Hell		+30 Magic
	+2 Speed		+1 HIT		+30 Magic		+15 Magic
B8	[371] Philosopher's Hand	E8	[362] Jade Tablet	I2	[346] Flame Ring	L3	[369] Aroma Material
			+1 HIT		+20 SP		+20 SP
	Last Stand	F1	[375] Bunny Ears		+10 Magic		+15 Magic
B9	[308] Maiden		+30 SP		+10 Resistance		+10 Defense
	+20 Resistance	F2	[013] Ceramic Plate	I3	[347] Ice Ring	L5	[326] Angel Cloth
B10	[281] Azoth Z		+SP Recovery (S)		+20 SP		+50 HP
	Quick Dash	F4	[172] Nicro Cloth		+15 Magic		+30 Attack
	+30 Attack		+20 SP		+10 Resistance		+10 Defense
	+SP Recovery (L)		+10 Magic	I5	[374] Kitty Ears	L6	[335] Knight's Waistcoat
C1	[363] Shield of Ajax		+5 Resistance		+25 HP		
	Anna D—Support	F5	[039] Muscat Sorbet		+10 Attack		+25 HP
C2	[278] Muramasa		+Gathering Skill		+10 Defense		+15 Attack
	Chaos: Helm Bash	F6	[175] Formell Fabric	I6	[370] Toad Mouth		+10 Defense
C3	[173] Pleather Cloth		+Synthesis Skill		+25 HP		
	+2 Speed	G1	[038] Grape Sherbet		+10 Attack		
C5	[037] Pumpotatokin Pie		+Support Speed (S)		+10 Defense		
		G2	[036] Cheesecake	J2	[372] Glasses of Death		
	Item Knowledge		+20 SP		+20 SP		
C6	[381] Winged Boots		+10 Magic		+15 Magic		
	Counter		+5 Resistance		+15 Resistance		

> Muppy's Grow Book <

He's an extremely powerful character once you buy all of his stat boosts and Skills. This is difficult because you don't acquire him until your game is more than halfway over, and he shows up with little AP to spend and little to contribute to your party. Fully developing Muppy on a first cycle demands AP Gain+ E-Effects, or serious grinding.

Key

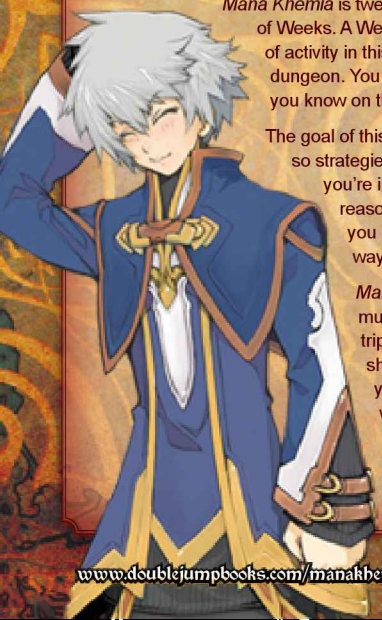
A2	[033] Globe
	New Type KSMM
A3	[286] Mark II
	Revenge Canon
A5	[380] Flying Fish Boots
	+2 Speed
	+SP Recovery (M)
	+Support Speed (M)
B1	[355] Symbol of Uroborus
	Muppy A—Support
B2	[285] Proto Pot
	Impact Heaven
B3	[016] Red Soup
	+2 Speed
	+SP Recovery (S)
	+Support Speed (S)
B4	[378] Yubana Cover
	+2 Speed
	+SP Recovery (M)
	+Support Speed (S)
B5	[366] Fallen Wing
	+2 Speed
B8	[198] Auto Lighter
	+Status Recovery
B9	[371] Philosopher's Hand
	+30 Magic
B10	[200] Voidspark Pipe
	+Drop Money
	+20 Defense
	+20 Resistance
C1	[363] Shield of Ajax
	Muppy D—Support
C2	[284] Commercial Pot
	Byebye Bomb
C3	[347] Ice Ring
	+2 Speed
C5	[185] Le Merou Cog
	Item Quick
C6	[053] Treasure Cape
	Quick
C7	[381] Winged Boots
	Supporter Recovery
C8	[179] Liquid Metal
	Puni Striker
D2	[051] Divine Shield
	Flying Pot
D3	[353] Asclepius
	+2 Speed
D5	[180] Preservative
	Counter
D6	[373] Feather Charm
	+1 HIT
D7	[377] Lando Cap
	+1 HIT
D8	[354] Stone of Alectoria
	+1 HIT
E2	[052] Misty Curtain
	Muppy Cannon mk2
E3	[194] Gearbox
	Change!
E4	[015] Green Soup
	+2 Speed
E5	[356] Thorn Gauntlet
	+1 HIT
E6	[360] Angel Wing
	+1 HIT
E8	[362] Jade Tablet
	+1 HIT
F1	[375] Bunny Ears
	+30 SP
F2	[192] Pentagle
	+50 HP
F4	[186] Eternal Turnkey
	+20 SP
	+10 Magic
	+5 Resistance
F5	[193] Brilliant Stone
	+Gathering Skill
F6	[190] Fortune Ring
	+Synthesis Skill
G1	[337] Rejuvenator Skin
	+20 Defense
G2	[191] Galilean Scope
	+20 SP
	+10 Magic
	+5 Resistance
G3	[359] Vasilissa's Doll
	+20 SP
	+10 Magic
	+5 Resistance
G4	[352] Puppy Paw Gloves
	+25 HP
	+10 Attack
	+5 Defense
G5	[358] Gloves of Artorius
	+25 HP
	+10 Attack
	+5 Defense
H1	[034] Stellar Globe
	+20 Resistance
H2	[376] Tangerine Hat
	+20 SP
	+10 Magic
	+10 Resistance
H5	[357] Straw Doll
	+25 HP
	+10 Attack
	+5 Defense
H6	[351] Electric Elect
	+2 Speed
H7	[017] Golden Soup
	+Support Speed (S)
H8	[349] Fires of Hell
	+30 Magic
I2	[346] Flame Ring
	+20 SP
	+10 Magic
	+10 Resistance
I3	[379] Afrotic Wig
	+30 SP
	+15 Magic
	+10 Resistance
I5	[370] Toad Mouth
	+25 HP
	+10 Attack
	+10 Defense
I6	[374] Kitty Ears
	+25 HP
	+10 Attack
	+10 Defense
J2	[372] Glasses of Death
	+30 SP
	+15 Magic
	+15 Resistance
J3	[364] Mirror of Gargol
	+50 HP
	+15 Magic
	+15 Resistance
J5	[348] Thunder Ring
	+50 HP
	+15 Attack
	+10 Defense
K2	[199] Coolster
	+30 SP
	+30 Magic
	+10 Resistance
K4	[361] Megingjorz
	+50 HP
	+20 Attack
	+15 Defense
K5	[367] Scale Gauntlet
	+50 HP
	+15 Attack
	+15 Defense
K6	[368] Kaiser: Aqua Hero
	+50 HP
	+15 Attack
	+15 Defense
L2	[350] Diamond Dust
	+30 SP
	+30 Magic
	+15 Magic
L3	[369] Aroma Material
	+20 SP
	+30 Magic
	+10 Defense
L5	[287] Pot Station
	+50 HP
	+30 Attack
	+15 Defense
L6	[288] Crown Pot
	+25 HP
	+15 Attack
	+10 Defense

Section 2
Walkthrough
(...or how to make it through this darned game.)

> Introduction <

Mana Khemia is a game you play on two fronts. One is the typical RPG stuff, beating monsters, exploring dungeons, and unlocking new synthesis recipes. The other involves interacting with your friends at school. To succeed at either, you need to pass your Classes with high grades, and get Free Time to spend on completing Jobs and Character Quests.

Since there are two sides to *Mana Khemia*'s gameplay, we've split the walkthrough in half. The General Walkthrough covers how to pass classes with good grades, and other things you have to progress through in order to advance through the main game's plot. It does not cover what you do with Free Time, which is entirely up to you as a player. Your options are covered at the Character Quests guide that starts on page 124. This walkthrough only covers the core story events you must always progress through in as spoiler-free a manner as possible.



Mana Khemia is twelve chapters long, with each chapter broken into a varying number of Weeks. A Week in Mana Khemia is simply a period of activity, and periods of activity in this game do not advance automatically when you're outside of a dungeon. You can take as long as you like for accomplishing most goals. We'll let you know on the rare occasion that you can't.

The goal of this walkthrough is helping you get as much Free Time as possible, so strategies for classes are primarily concerned with getting A grades. If you're interested in consistently making B's, C's, or F's for whatever reason, it's suggested that you wait until a second cycle and use what you know about passing courses with high grades to figure out creative ways of failing.

Mana Khemia has many endings and is meant to be beaten multiple times. This walkthrough was written with a player's first trip through the game in mind. For second cycles and beyond, it should be useful as a guide to when certain events happen, but you may often find yourself able to face enemies and bosses with more advanced strategies than what the walkthrough might recommend for that point in the game. More details on the multiple endings, second cycles, what they unlock, and how they work are at the end of the walkthrough on page 123.

General Advice

While the walkthrough covers specific chapters, battles, and classes in detail, it generally doesn't address anything less specific than that. This said, there are some general tactics you should always use throughout your game.

- When you're granted access to a new area, map out every screen of it that you're allowed to enter. Your auto-map tells you how far you've progressed and its depiction of the area layouts is extremely accurate. You should use it frequently. Fully mapping an area usually takes two or three trips, but is necessary for finding the contents of all the local treasure chests. Recipes and useful items are often contained in chests, so you want to be thorough.

- This is also important for letting you memorize map areas. Even simple encounters in *Mana Khemia* consume lots of time, since enemy HP and defensive options scale upward more quickly than your damage output. It's important to learn the terrain of an area so you can efficiently evade the monsters there. While fighting a lot can be beneficial on a first cycle, when you need lots of AP, it becomes irrelevant On later cycles being out at night isn't especially dangerous to you.

- It's very important to learn how the map "works" in different areas of the game, which can only be done if you go there yourself and run around in it. *Mana Khemia*'s graphics are the result of 2D sprite "skins" being applied to 3D skeletons, and as a result, the way the map looks and how you're able to move in it don't always coincide. You frequently can't step through areas that look empty, or can pass over areas where it seems like you shouldn't go. This is easiest when you're exploring on your own time, and getting into a bunch of fights won't mess up a class or other goal.

- When Free Time opens up, you should always at least do the Bounty Jobs available for that Chapter, since they usually drop recipes you haven't already acquired. When they stop dropping recipes is a good way to know when you've gotten the ability to make all of the game's items that aren't time or chapter-sensitive. On a first cycle, you should also always do the other Jobs, too. Gang battles give you lots of AP and access to early item drops, and Bring Me jobs give you a nice cushion of spending money to take into your second cycle.

- Regardless of which ending you're actually trying to unlock, it's recommended that you fulfill Nikki's Character Quest tree through its second step and Roxis's through its third. Nikki's Quest unlocks a recipe for an item that slots into her Grow Book, and Roxis needs to finish his first three Quests in order to be a fully-functioning character.

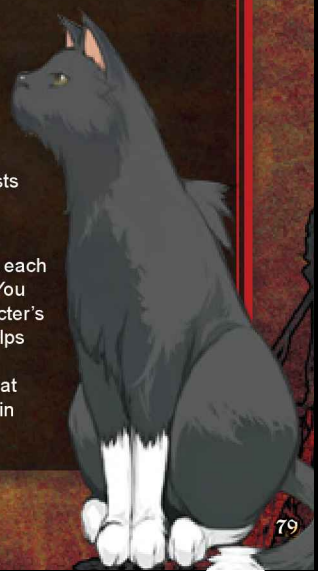
- Use your Task Schedule board very carefully when the option opens up to you. Keep characters at work on Easy or Super Easy tasks as much as you can, and have them make items you use frequently as either ingredients or in combat. Doing this can save you a lot of time with gathering and Synthesizing ingredients later in the game. Remember, though, that you lose this option at the end of Chapter 11. Anything you want to make in Chapter 12 you have to make by yourself.

- Be aggressive with item synthesis. Derive as many recipes as you can as quickly as you can, and make sure you manufacture as many items as possible before starting new classes and events. Don't be shy about using your Items in combat, as you'll find that in many cases they're the most potent and efficient way of clearing a battle. In *Mana Khemia*, you rarely have an absolute need for items, but they are always going to make your progress smoother in battles. You should only be conservative with items that you know you can't easily make more of at that point in the game.

- Until you get the final dungeon opened up in Chapter 12, most dungeons should be completely traversable within the nine hours of daytime you have, provided you don't stop for item gathering or monster battles. If you aren't able to do this, then simply practice running through the dungeon and learning the territory better. Monster encounters become more powerful at night, so on a first cycle you generally don't want to be wandering around maps then. On later cycles this can be an interesting way to acquire ingredients for super-potent items like the Golden Soup.

- Don't be shy with using Skills in battle once you have access to the Support system. Because SP regenerates when a character is in the back row, you should simply not have to use standard attacks anymore once you have six characters in your party. Running out of SP is unlikely even in boss fights, simply because it's so easy to retire a character to the back row and have them emerge at full SP in a few turns. Likewise, learn what every character's Attack and Defense Support does and use this to maximize your damage output per turn, and minimize your need to spend turns on healing.

- Be careful when synthesizing new weapons and armor. Since your character growth maxes out when the Grow Book is full, any additional performance upgrades have to come from equipment. Often the base influence of equipment is somewhat hard to notice, but often the traits you synthesize onto them can make a major difference in a character's combat performance. Generally E-Effects that affect Critical, Stun, or Daze are more useful than simple stat boosts, and there is no single stat boost more useful than SP+ or SPD+. Also, generally, anything that boosts offense in *Mana Khemia* tends to be handier in the long run than defense boosts.



- Remember that each character has four equipment slots, which each contribute two E-Effects and one Common Skill to that character. You want as little overlap with these slots as possible, so keep a character's entire kit in mind when you make new equipment. It sometimes helps to sit down and plan out an equipment synthesis on paper before executing it, studying the possible ingredient combinations and what traits they can possibly contribute to the item. Use the information in the Data section on page 186 to help you do this.

> Chapter 1: A Cat, A Boy, and Alchemy <

Orientation

All you have to do in this part of the game is learn where things are and what they do, kinda like the first day of classes when they just send you home early, right? Start by following Jess after she exits your homeroom. This takes you to the Campus Map, where you can choose to visit other places at the school. Feel free to talk to whoever you see as you travel, but it's not required. Just visit Student Affairs, the Student Store, and the Infirmary (in any order). After that, you meet Flay, who hauls you back to the Flay Cav—er, the Workshop. There you meet Nikki. Save your game and speak to Nikki to end the Event.

Week One: Class

Talk to Arsha at Student Affairs to get registered for your first week's Course, and get the Wings of Icarus Key Item. The only class you can take now is Synthesis I Basics, so choose that. Zeppel asks you to fetch a Clearwater, Spinacherb, and a Blue Petal.

Go to your Workshop before you visit the Living Forest. Get the Clearwater x 10 at the faucet next to your cauldron. Save your game, then head Off Campus to get to the World Map. When you enter the Living Forest, you get the Blue Petal in a cutscene. Then, you'll fight your first monster.

After you win the battle, you'll notice there's no Living Grass in the area to cut down. Just keep moving until you find the signpost. Read it and then head right toward the Farm. You'll immediately find some Living Grass just past the first chest (with 200 Cole). You'll probably get your Spinacherb here. Use the Wings of Icarus to head back once you do.

Head back to the Faculty Room once you've gathered the items. Zeppel gives you the Healing Medicine recipe, and you go automatically to a synthesis screen. Select the "Heal Jar" as the item you want to make. From there you can make the Heal Jar however you like. You should complete the Class with an A grade. Save your game and get ready for your next Class.

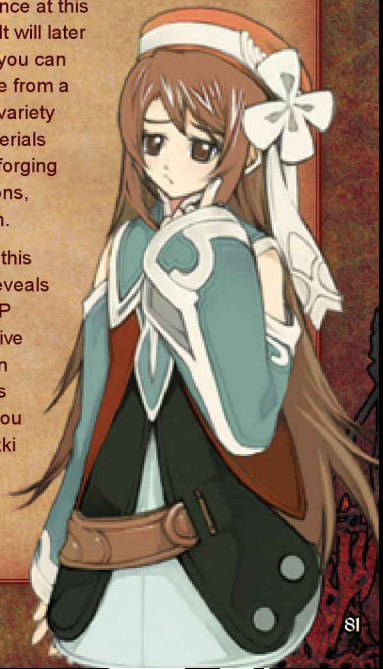
Week Two: Class

The next available course is Combat I Basics. To pass this, you have to defeat the Platinum Puni at the Wind's Corridor and return to Student Affairs with a Shiny Puniball. You get two Healing Jars and a Nectar to help you along your way, but you shouldn't need them.

Before you leave for the Wind's Corridor, though, head to the Workshop Hallway and enter the Athanor Room. After the tutorial, you'll get the Old Collar Recipe along with a Woodchip, Legien Steel, and Dirt. After you go to the synthesis screen, select the Ragged Collar as the item you want to make. You probably can't switch items, so just use what you have on hand.

Now you get to customize a Ragged Collar. The first slot must go to the Lightning property, but after that you can select two E-Effects from Stun +S, Def +S, and HP +S to go on your new weapon. I'd suggest Stun +S and Def +S, but it doesn't make a huge difference at this point. It will later when you can choose from a wider variety of materials when forging weapons, though.

Doing this also reveals the Grow Book tutorial. Generally it's best to distribute your AP into the cheapest boosts first, and then to save up for expensive boosts. For most of the game you have more AP than you can spend, so it's not useful to invest in ways to gain AP faster. It's more important to put effort into finding new item recipes so you can expand the Grow Book. You won't be able to expand Nikki or Jess's Grow Books until you find recipes for the Favorite Bag and Crack Hammer.



Tip: Switch Items to Forge Faster

The first chest you encounter in the Wind's Corridor gives you the Hammeryhammer recipe that lets you make the Crack Hammer. You won't be able to make it until you find some Cyprus Copper in the Wind's Corridor. Once you do, return to Campus and buy some Dirt and Gears. Using the Switch Item command, you'll be able to make a new Crack Hammer and open up Nikki's Grow Book—even though you don't have any of the "real" items for the weapon! Note that it's useful to substitute the Canone Rock in for the weapon's first ingredient, since you're about to fight a boss who's vulnerable to fire.

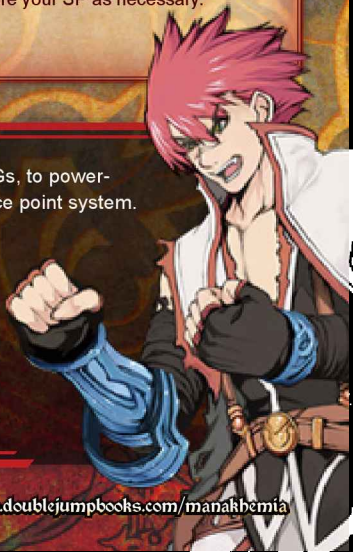
The Wind's Corridor is your first straightforward dungeon crawl and may seem startlingly difficult after your easy time in the Living Forest.

Rely on Jess's Healing Echo Skill as much as you have to and retreat to the Workshop to restore your SP as necessary.

Tip: Old Habits Die Hard

You may be used to fighting every encounter you can in RPGs, to power-level. Well, bear in mind that *Mana Khemia* has no experience point system. You can't keep fighting battles to grow more powerful in this game.

Once you have enough AP to purchase all of your available upgrades from the Grow Book, you can't gain anything from battles besides cole and item drops. Unless you happen to need money or the items dropped by those monsters at the moment, there's absolutely no need to keep fighting.



Move into the area after the strong Monster Symbol to cue the Map Tutorial and get the useful mapping feature. If you take the branch immediately to the east, you encounter a character telling you that the monster isn't that way. He's actually right. You want to take the branch to the south from the intersection, which then turns east and takes you where you need to go.

Follow this path and make sure to take the detour to the south to grab the Nectar in the chest. Grab the Favorite Bag recipe just before the area's eastern exit. You can exit to make it if you like (you can get all of the ingredients now), or just push on the Platinum Puni. You'll be able to beat him easily enough even without Jess's weapon forged.

Boss: Platinum Puni

Approaching the extremely large Monster Symbol that's right inside this area triggers the battle. You want to fight this when your SP is high, so Jess can use Healing Echo through the battle. The fight itself is a "chain battle" where you first fight three Mini Punis, three Punis, three Red Punis, and then finally the Platinum Puni escorted by three Red Punis.

It's a pretty easy fight. The Platinum Puni is vulnerable to Fire, but even roughly four or five regular attacks should take it down. Wade through the first three waves of enemies with basic attacks, using Jess's Healing Echo to keep everyone healthy. Only use your Heal Jars if someone's wounded and Healing Echo won't go off in time to save them. Unleash Vayne and Nikki's skills on the Platinum Puni to end the battle more quickly if you like. Then head back and take the Shiny Puniball to Student Affairs to end the Course. You should get an A.

Tip: Mapping

Now that you can use the in-game maps, make time to go back and re-visit areas after you've finished your initial tasks there. Most areas have a few useful treasure chests tucked away in areas you otherwise wouldn't visit until much later in the game—or at all. Also, items are always going to be more useful to you the sooner you get them.

Week Three: Event

Flay shows up the day before the Nicro Cloth is due and gives you the Generic Cloth recipe that lets you make it. He then tells you to go get a Tuft by defeating the Lorebeast in the Old Schoolhouse. This opens the area up on your map. Be sure to forge Jessica's weapon if you haven't already.

Tip: Buying Recipes

Check at the various shops on campus every so often, roughly after every Event and at the beginning of each Chapter. You should find new recipes for synthesis items for sale. Remember that there are four shops in total available to you now. Don't forget the Street Vendor who hangs out at the Campus Grounds!

The path through this dungeon is very linear, so just follow along. Make sure you break open barrels and crates along the way, as a lot of useful items like Legien Steel spawn here. Avoid heading toward the Closed Area, and go to the Second Floor instead.

Boss: Lorebeast

The Lorebeast doesn't like ice, so whoever knows Ice Storm needs to start pelting him with it. Ideally this shouldn't be Jess, who should focus on keeping Healing Echo in play. This factor aside, this battle is almost exactly like your fight with the Platinum Puni. The Lorebeast can do a little bit more damage per hit, so you need to watch your allies' HP closely. If you've forged good weapons, though, the Lorebeast should be easily beaten. You get the Flame recipe as an additional reward for defeating him, too.

You automatically head back with the Tuft after beating the Lorebeast. You get your first Nicro Cloth automatically, too. You'll want to go back and synthesize it over again later, though, so it can contribute E-Effects to your Uniforms when it's time to forge them.

> Chapter 2: finals and the New Kid <

Event

All that's required of you here is to go to the Classroom to meet the titular "new kid."

Week One: Class

You're taking Predictology this week, which weirdly, means you're going fishing. If you've played *Atelier Iris 3*, you already know how this works. For everyone else, it means you're going to be playing a timing game involving a marker zipping back and forth on a meter.

Stop it in the orange area for success, and in the blue for failure. Since the course assignment calls for two hours of fishing, you basically get an A if you go through it without getting any failures. Getting a few failures is worth a B, and a lot of failing is a C (and means you should try again). This assignment can be quite tricky. Try to fish as many times as you can, without failures. Catching more fish generally seems to cause a better grade, while catching monsters tends to lower it. Fast-kill any monsters you are unlucky enough to fight. We recommend saving just before this course, in case you need to retry it a few times.

The area of the Heights that you need to go to is a piece of cake to reach, but be sure to stop to gather resources from boxes and grass as you go. The Heights is a great place to gather Tufts, and once you've got a good store of them, start synthesizing all of the great new recipes you have that call for Nicro Cloth.

Week Two: Class

Right after you advance from Week Two to Week Three, you meet Koropok the rumor-monger. He introduces the Rumor system, which is detailed on page 172. For now, just remember to start visiting him before you go into dungeons or up against bosses. His Rumors can have a powerful effect on a battle's outcome.

Week Three: Class

This week is Pharmacy I, which lets you begin gathering materials from resource nodes. Getting an A is super-simple; just dash down to the area marked on your map of the Living Forest, get some Clearwater from the river area on the way to the target, and then trigger a cutscene event once you arrive. Get all of this done before six hours elapse and you have a guaranteed A.

Tip: Hit +1

You should be able to develop and synthesize the recipe for the Thorn Gauntlet around now. It's very important that you do so, as this item opens up the part of each character's Grow Book that allows them to develop Hit +1 skills.

Hit +1 basically breaks the character's damage up over a series of hits, increasing their damage total a little and making attacks harder to fully block. Quests and encounters become very difficult at around this point in the game if you don't have it.

Week four & five: free time

Spend it wisely!

Week Six: Event

This is your final exam, which actually you can't fail at all. That said, the sequence of steps for completing the event is fairly long. Your stated goal is to make a Dietary Fiber, but if you go to your Workshop you trigger an event where Flay decides he wants you to make it with a Huffin flower for extra quality. It's off to the Heights to try to get one. Someone's waiting to try and stop you, though...

Boss: Roxis

His Purify Ring attack is nasty because it instantly knocks out one of your fighters for a brief time. Likewise, his Megaheal is annoying since it restores a tremendous 350 HP of damage.

This aside, there's no real key to defeating him. Just pour on all the damage you can and use Jessica's Healing Echo to keep your party healthy. If you've stocked up on Koalaria Hearts, Nikki's Koalaria Knock can be very useful here.

Move into the West area and through the next two screens. The story kicks in from here, so I won't spoil it. You're taken automatically back to the Campus, but then another event happens. Head back to the Heights for your ending and a Mana of Tree for Nikki. Now you can make the Dietary Fiber, which automatically triggers the end of the week.

> Chapter 3: Summer Break and Ghost Stories <

Week One: Event

Week Two & Three: Free Time

Week Four: Event

Up until now, this chapter's story has been developed via cutscene. Now you get to wrap things up yourself. It starts with Flay ordering the party to go out on a "horror night." This just means visiting the following locations: Old Schoolhouse, Infirmary, Music Room, and Resource Center. Try to do the Resource Center last.

This also opens up the Resource Center dungeon. Be sure to save at the Workshop before entering, though. You need to head directly toward the South area, where your target marker is going to appear. Once it does, head straight for it. You're approaching a boss fight, so avoid getting into any unnecessary battles for now.

Boss: Fallen Lover

This is none too remarkable as a boss fight, to be honest. He has an attack that does about 50 HP damage per hit, and that's really about it. Use your Skills to dish out big non-elemental damage and he should be dead before he gets more than three or four turns, tops. Hey, beating him nets you the Cure Jar recipe, though! After the Fallen Lover is defeated, it's back to the Workshop for some more event scenes. At the end of the sequence, Pamela joins your party.

> Chapter 4: Flay, Roxis, and a Battle Arena <

Week One: Event

It is required by law to do an episode about a School Festival in stories like this, so here's *Mana Khemia*'s. Don't think you'll be slacking off this Chapter the way you did last time, though. Your assignments are about to get significantly more difficult. Of course, you also get Flay in your party right about now...

Tip: Go Back! Go Back!

It's really important to return to the Resource Center to map out the area as soon as possible. Not only do you get incredibly rare and valuable items there, but you'll find there's a fifth Shop hidden in its twisting hallways. This Shop has a huge inventory of items that are otherwise unobtainable at this point in the game. Since it's a little time-consuming to reach, be sure to bring lots of money with you when you go there, and only pick up items you know you can use in the next few weeks.

Week Two: Class

Now that you have five characters, you get to open two very important systems up: Support and Task Sharing. Detailed explanations are elsewhere, but for now remember that Support lets you use whichever characters that are in the back row in your Formation to assist either with Attacking or Defending. This causes them to switch places with the character they Support, which lets that character retreat to the back row to regain SP and HP. Basically, you can use your back row either to generate more damage, or to prevent damage.

Task Sharing lets you send characters out on individual tasks during the week. Don't worry; you can still keep them in your active party while they're also working on their other tasks. These tasks can include Gathering ingredients from any area you've already visiting, or Synthesizing more copies of any item you've synthesized yourself. When Gathering, your characters can bring back rare items you ordinarily couldn't find. When Synthesizing, they can make many copies of an ingredient without consuming any of the ingredients that you'd have to sacrifice in order to make it.

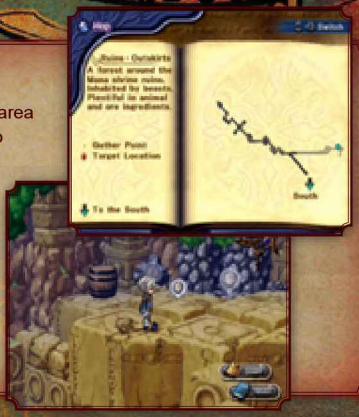
The possibilities of the Schedule Board should be obvious: it gives you a lot more resources obtained with a lot less effort. Just remember that you have to plan carefully to get the most use out of it. If there's an area where resources are time-consuming to get to, send characters to Gather there. If you know you're going to need something that's expensive to manufacture soon, have characters Synthesize it for you while you do something else.

Tip: An Upcoming Battle

There's a fight coming up where you have to kill a particular monster very quickly and with a full Burst gauge. The easiest way to achieve this is by using attack items, so why not set your party members to Synthesizing and Gathering the ingredients for Flames, Bomb Ices, and Lightning Rods now? Jess is especially good at making these.

Anyway, let's talk about this week's course, Minerology. It's your first assignment that offers any real challenge, since the area it opens up is going to be unmapped. Basically, the professor is going to want you to harvest ore from resource nodes, and will grade you on how many areas that you harvest. Your map only shows marks for two, and the third is in an adjacent area that's difficult to reach inside the time limit imposed for the assignment.

If you harvest one area, you get a C. Two areas is worth a B. Only if you get to all three areas do you get an A. You only need to get a B or higher in this course if you want to make sure you qualify for Free Time this Chapter, but if you compulsively need to get that A, we'll show you where to go for that, too.


Ruins - Outskirts
A forest around the Mana shrine ruins. Inhabited by beasts. Plentiful in animal and ore ingredients.
Gather Point
Target Location
To the South
South

After the assignment starts, head to the nearest area first. Harvesting it should be pretty self-explanatory. The second area is a little tricky, because at first it looks like there's no path to the ore. Instead, you have to leap to the top of one of the rounded pillars, and then jump across to the other rounded pillar. This puts you in an area with a monster. Kill it as quickly as you can, and then try to move down and to the left. Even though it looks like there's no path there, the in-game map says there is. You pass behind the wall, and can then circle around the ruin and head to the ore area. Harvest it quickly and leap across the pillars to quickly make it to the exit.

Week Three: Class

This week is Combat II Burst, which requires you to kill an enemy called the Stone Watcher in the Living Forest. The catch is that in order to get an A, it must die within thirty units of time in battle, and you must trigger a Burst during the battle. If you simply trigger a Burst before killing it, which you should have no trouble doing, you only get a B. Of course, if you got a B or better in your last Course, then getting a B here should be no problem.

Boss: Stone Watcher

It doesn't put up much offense, although annoyingly, its Calamity attack can Stun your characters. To kill it quickly, it helps to have characters that are laden with speed-boosting effects, and Vayne's Shade Shift can help out, too. The real secret, though, is to take advantage of its elemental vulnerabilities. It's vulnerable to Fire, Ice, and Thunder, so hitting it with attacks of that nature fills up the Burst gauge quickly. If you use your various elemental Bombs, you should be able to get more turns and fill the gauge up quicker than you would with Skills. Once the Burst is active, switch over to your most heinously damaging skills to try and put it down rapidly.

Week Four, Five & Six: Free Time

Week Seven: Event

Time for the Festival! To start with, this means having some officially mandated fun. Explore the Campus Grounds and Classroom areas. Talk to everyone to trigger the cutscenes you need to advance. Note that you can't buy anything at the Festival shops... except for your pal the Street Vendor, who's still in business. When the fun's over, the Auditorium location opens up to you.

Before you head in to the Auditorium, go to the Workshop and make sure you've got plenty of healing items. Jessica has to sit the next round of battles out, so your next best healer is going to be Vayne with Shade Shift and Item Knowledge at his disposal. Before you go to enjoy the Festival, you may want to make sure that the equipment on all of your non-Jessica characters is the best you have on-hand, and that their Grow Books are as full as you can get them.

Boss: Qualified Students

This isn't much of a boss, but think of this as a warm-up for a more difficult fight you'll eventually have to conduct with only Vayne and Flay at your disposal. Feel free to go nuts with your Skills to take these two out quickly, as you get to recover your SP before the Chapter's ending battle. Their Glowfire Mana can be troublesome if the fight drags on.

The plot dictates now that Vayne must briefly leave the Auditorium with Nikki. Go to the Campus Grounds to find Pamela. Now, you have to go with Nikki and Pamela to look for something in the Mana Ruins. Your first target triggers a cutscene, and your second, a boss battle that's surprisingly difficult.

Boss: Renee

You're unlikely to kill Renee before she summons her Azureflame Mana, which makes the battle more of a group-oriented affair. This can be tricky to handle, since Pamela probably isn't a very strong offensive character yet and the enemies you encounter on your Search tend to drain your SP. Vayne and Nikki can apply a crushing offense to the enemy, provided that they can use their powerful Skills for several consecutive turns. Use Shade Shift to give Vayne extra turns and have Pamela take up healing duty if you can't find anything else for her to do. You get the Misty Curtain recipe as a reward for success.

Ending the battle takes you automatically back to the Campus. You get another chance to prepare before you head back into the Auditorium to finish things off with Flay.

Boss: Roxis & Tony

This battle is fairly interesting. Roxis Megaheals and has a new Ice Volley move in addition to Purify Ring, which is more dangerous than ever now that you only have two characters. Tony has a lot of HP and focuses on offense, but has no moves strong enough to be worth mentioning. Roxis won't Megaheal Tony, so you have several ways to approach this battle.

You can focus fire on Tony or Roxis, or pile on the area attacks and whittle them down at the same time. Either way, Shade Shift is tremendously useful here, as is Flay's Starshot.

Try to focus on keeping attacks damage-efficient, since running out of SP blunts your effectiveness in a dangerous way. You get the Divine Shield recipe at the end of this battle.

After the battle, Roxis also joins your party. As the game notes, he shows up in slightly "damaged" condition: he doesn't have a Mana, and so can't access all of his skills, and won't help Vayne synthesize. You can address Roxis's problems by completing some of his Character Quests. Even without that, though, you'll find Roxis a very useful character because of his Purifying ability. He can effectively remove enemy Time Card attacks from the initiative cards before they go off, which makes him invaluable in boss battles.

> Chapter 5: New Friends and a Father <

Week One: Event

Welcome to your second term! Flay starts it by hijacking a new character for your workshop. Anna is fearsomely useful, and brings your total character count up to seven. Now you'll have to start deciding who goes into the field and who stays behind. Generally it should be whoever needs a lot of AP, but past that, just use whoever you like.

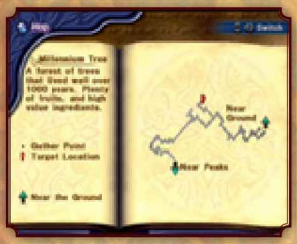
Week Two: Class

The Millennium Tree and Dragon's Grave open up automatically at the beginning of this Week. Your required course is Naturology I Basics. You may think it's like Minerology, a course about making a marathon run to a bunch of different gathering nodes, but this isn't the case. It's actually more of a trick question. If you just take fruit from the Tree back, you're going to get a lousy grade. You need to make sure you pick the fruit at a certain time of day. No, really!

Tip: Dragon's Grave

You don't have any assignments in this area during this chapter, but go ahead and map it out. There are a few good recipes waiting for you there, and a ton of valuable new ingredients.

To get an A, you need to bring back Night-in-Grapes or Sunrise Oranges. As their names suggest, you can only gather these fruits at particular times during Mana Khemia's day. If you go to a node that would ordinarily yield Bitter Grapes and harvest the fruit during night time, you get Night-in-Grapes. If you go to a node that would ordinarily yield Tangerines and harvest it during the "morning" period-- the six hours between the end of the night and the start of the day in the dungeon-- you get Sunrise Oranges. Generally the Night-in-Grapes are a little easier to get, and you get the same grade for either fruit. T


Millennium Tree
A forest of trees that lived well over 1000 years. Plenty of fruits, and high value ingredients.
Gather Point
Target Location
Near the Ground
Near Ground
Near Peaks

he obvious problem with this is that it means hanging around a dungeon at night, which is usually pretty bad for your health. While you do want your new characters along to get a share of the AP from the inevitable encounters, you also want to take along your toughest fighters so you can win any battles quickly. Basically, have Pamela wait and then take everyone else out. If you decide to leave the Millennium Tree at any time, it automatically ends the Class. So, no matter what happens, stay in the dungeon until you get Night-in-Grapes.

There are three fruit-collecting nodes in the Millennium Tree, and they spawn their selection of fruit when the area loads. So, you want it to be night or morning *before* you enter the node area in order to get a Night-in-Grapes or Sunrise Orange. Your optimal strategy is to just park outside of a node area until it's the right time of day and then fight your way through to the fruit gathering areas. A particularly useful one is the one pictured, in the Midrealm, because it's almost always going to be night before you can reach it. A good strategy is to apply the Delinquents rumor if you've unlocked it, and then map out the dungeon for chests. Gather fruit along the way, and by the time you make it to the Midrealm node, it will be dark and you'll get the Night-in-Grapes you need (along with some nice X-Lando fruits)."

Week Three: Class

This is the first week where you get to choose which Course you take. You can pick between Synthesis III Derivation and Combat III Chain. If you manage to get six units or more between the score on your Week Two course and the Week Three course, then Week Four becomes an extra block of free time. Synthesis III Derivation is unquestionably the easier course, but Combat III Chain isn't especially hard, either. You don't get anything special for fighting the Stone Emperor, so picking the Synthesis III course saves you time if nothing else.

Courses

Synthesis III Derivation

This Class is a little bit of a trick question. When Jessica suggests bringing a Heal Jar to class, don't listen to her. What Melanie wants to see is an X-Heal Jar, which you should be able to synthesize now that Roxis is in your party.

If you haven't made it yet, just synthesize a Heal Jar again and Roxis will interrupt and give you the recipe. You'll pass with a C if you bring in the Heal Jar, but bring in the X-Heal Jar instead and you'll pass with an A.

Combat III Chain

This assignment calls for you to defeat the Stone Emperor at the Mana Ruins Outskirts with Chain techniques. This basically means you need to fight it, get it into Burst Mode, and then get at least a ten-hit Chain on it before it dies. Oh, and it has to die within thirty "cards" or less.

Boss: Stone Emperor

Basically, you're repeating Combat II Burst.The main difference is that this foe is weaker and only vulnerable to Lightning, so bring along a stack of at least five Lightning Rods to quickly get it into Burst Mode. Then use multi-hit Skills and Supports to quickly drive up the Chain counter while in Burst Mode. You also need to use Support to prevent damage, as the Stone Emperor is slow but can hit very hard. If you got an A in Combat II, then you should get an A in this battle.

Week Four, Five & Six: Free Time

Week Seven: Event

After the initial scene, go to the Faculty Room. Talk to Zeppel, Lorr, and Isolde (in that order). Dior is funny, but entirely optional.

Your next destination is Heaven's Road, which you reach through the Dragon's Grave. Once you reach it once it goes onto the World Map (selectable from a Dragon's Grave submenu), so don't worry overly much about how long you take getting there. You can revisit and do a little mapping if you like. Just move from target to target until you reach the boss.

Tip: Carry a Big Stick!

The usual way to make quick progress to your destinations during Events and Classes is to just avoid all monster encounters. This is difficult in Heaven's Road because many passages are very narrow. If you don't think you can get around an enemy, don't hesitate to initiate combat yourself. If you can get a Fast Kill it doesn't count against your exploring time.

Boss: Grandwing Drake

For the first few rounds of this battle, you can't make any progress and the Drake only takes damage on critical hits. A cutscene event ends that, so just try to hold out the first few rounds. Don't waste SP on skills, and don't waste items. After the event, the Drake is a boss that is unremarkable outside of his huge HP count. You are probably going to have to enter Burst Mode twice to defeat him. Rely heavily on Supports, play around with your new Variable Strike ability, and rapidly fill up the Finishing Gauge so you can see your characters do tremendous damage. Try not to waste turns, as the Drake begins using more potent moves the longer the fight drags on.

> Chapter 6: Research and UFO Encounters <

Week One: Event

Week Two, Three & Four: Free Time

Week Five: Event

It's off to a new Mana Ruins area! Don't worry about slogging through the Outskirts again, as you can pick the Interior Heights from a submenu the way you can Heaven's Road. You'll quickly notice that the Interior Heights is loaded with treasure chests, but most of them only contain Carbon Boulders, Pendelooks, and Chrome Crystals. It's still worth it to open them all. There are a few new recipes nestled among them, too.

Tip: Danger: Do Not Open!?

The Interior Heights is the first and only dungeon where you find chests that are trapped, with monsters waiting inside to attack you. Although a sign in the Heights encourages you not to open them, you actually want to. The monster groups in the chests aren't particularly strong, and they always reward you with X-Heal Potions, which are still a little hard to synth at this point. Just don't open the boxes at night, when the monsters inside are truly fearsome. On repeat visits, the monster chests will be the only ones that are closed, so you can keep harvesting X-Heals if you like.

Tip: Monster Jumping

There's an even better way to evade monsters than just stepping around them, and you may have already figured this out. All monsters who aren't Strong can be jumped over, if you time the move correctly. This is handy for dealing with monsters when they charge directly at you, or when you're passing through a narrow area.

Boss: Renee and Tony

After a long run of easy, lazy boss fights, Renee and Tony are a rude awakening. Renee still summons her Azureflame Mana, which has some new group-damage moves that can be devastating. Tony and Renee likewise have new moves, both of which pelt large chunks of your group with heavy damage. None of them have particular weaknesses to exploit, so you really just need to slog through and rely on multi-hits for damage. Focus your attacks first on Renee, who is the most dangerous of the three, then Tony, then the Azureflame Mana. Once Renee goes down the other two are more manageable.

Use your Support Row for defense rather than offense, and don't hesitate to use the nice stack of X-Heals you should have by now to speed up healing. Try to get a Healing Echo in play right away, and try to keep one circulating throughout the fight. Otherwise, though, try to avoid investing heavily in damaging Time Card maneuvers like Starshot or Lunar Drive. While this is usually a good idea, you really want to keep the amount of turns Tony and Renee get to a bare minimum. Even moves with charge times are undesirable. Instead focus on strong moves that go off right away, or moves that let you manipulate the cards to your advantage. Once you win, you gain the recipes for the Estevan Guard and Feathery Flow.

> Chapter 7: School Festival and a Trivia Contest? <

Week One: Event

Week Two: Class

This week it's Symbology I Basics. This is a relatively simple course. Head to the transporter that leads to Wind's Corridor – Abyss, activate it with the secret word "Dill," and travel into the net area. Travel as far into that area as you possibly can. If you make it even a moderate distance in, you should get a B. To get an A, you have to get to the South area of the Abyss, and find the section of map pictured, with the giant wall. It's pretty easy to find, just head to the East map, turn South, and then it's a straight shot to your destination. Take the Delinquents rumor if you can, so exploring at night is less dangerous if it comes to that. Skip all the chests and encounters (but go back for them later). If you make it to the area pictured before returning to Student Affairs, you can expect to get an A.

Week Three: Class

If you saw Notice 105 up on the Jobs board over Break, this is the Class it was talking about. Much like the last Class, it's mostly about making a marathon dash from Point A to Point B. Take some time to prepare first by going back to the Wind's Corridor Abyss area to pick up all the goodies you passed up the first time.

Check your map when you enter The Heights, and you'll see that you have to dash what appears to be a very long way, basically to the end of the area. To get First Place you have to pull this off in five hours, and to place at all you need to be there by sunset. By now you should have memorized this area very well and thus will have no trouble making your way from the start to the target area, but there are a few plot complications to consider.

They actually make the task a little easier than it sounds overall, provided you've been synthesizing recipes diligently and have your characters at around 50% of their Grow Books. No matter how good you are at dodging monsters, there are two mandatory boss fights that take place on the way to the finish. The good news is that you win the race automatically after the beat the second set of bosses, and they appear quite a ways ahead of the target.

As long as you don't lose too much time fighting either set of bosses, you're almost guaranteed first place and a win in this Class. If you are losing lots of time fighting them, well, then there's little that this walkthrough can do to help you. This can only happen if your characters are weak and their Grow Books aren't well-developed. The only solution to that is to take a break and focus on your alchemy for awhile.

Boss: Berserk Student Guy & Delinquent Guy

The Delinquent is extremely weak and shouldn't take many standard attacks to defeat. The Berserk Student is a bit stronger, and so some single-enemy skills that do lots of damage should put him down after, at most, two or three turns. If this fight goes on much longer than that, you've lost too much precious time.

Boss: Renee and Tony

Renee and Tony get busted back to their stats from the end of Chapter 4 for this battle. While Renee can still summon her Azureflame Mana, it's entirely possible that you'll defeat her before she even has the chance.

Since you don't have to worry about them putting up a strong offense, go wild on them with area attacks. Even area attacks with range S should hit both of them. Roxis's Lunar Drive is especially useful here, since it does high damage immediately, and the Time Cards it leaves behind do equal damage.

Zeppel informs you of how well you did after the fight with Renee and Tony is over. They don't give you any interesting drops this time, but you get prizes in addition to your A grade for first place. Specifically, you get one each of ATK, MGK, DEF, SPD, and RES Fruits.

Week Four, Five & Six: Free Time

Week Seven: Event

First, you have to search Campus for your workshop buddies, and ask one of them to join you in the Trivia Contest event. You can invite any of them you want. Who you invite changes the cutscene dialogue, obviously, but also determines who your partner will be when you crawl through dungeons during this segment of the game.

The challenge here is low enough that you can pick anyone, really. For reference, Flay is waiting on the Roof, Roxis is at the Student Store, Nikki is in the Cafeteria, Pamela is at the Resource Center, Anna is at the Girls' Dormitory, Muppy is in the Campus Dungeon, and Jessica is in Vayne's Classroom. Pick your favorite and let's get started.

The Trivia Challenge turns out to me more of a full-contact scavenger hunt. Your first mission is to catch a "giant" fish. If you try to go to the obvious location, the Bone Grove, you'll find a crowd of people is blocking the entrance to the fishing area. Try again at the Heights.

There you'll encounter Tony and Renee... but not for a boss fight. Tony wants a fishing duel. Here's how this works. After each fish you catch, you can choose to take it or leave it. Your standing is going to be determined by the quality of the fish you bring back (not so much the physical size). The highest-quality fish you can catch at the Heights is the Tiger Blowfish, so that wins. Taking back anything else is a... well, not exactly a loss, but not victory.

Moving on, your next task is to make something huge. Conveniently, this is when Vayne discovers the Giant's Ring recipe in a cutscene. Make that and then return to the Auditorium for judging.

Your third task is to go to a target area in the Wind's Corridor – Abyss and bring back a Black Muscat. The area is one you should've been to before, so just be careful not to get in any needless fights. When you arrive, a boss fight is waiting for you.

Boss: Delinquent Guy x3 & Delinquent Girl

Well… "boss" fight. Not one of these guys has over 200 HP. Vayne can probably eliminate them all himself.

Clean them up quickly, and proceed!

After the battle, head back to the Auditorium with the Black Muscat to end the event. It's impossible not to be declared the winner of the Trivia Contest, so just sit back and enjoy the ride.

> Chapter 8: A Sick Cat and Mana Medicine <

Week One: Event

Week Two & Three: Class

You're almost a senior, so now you get to pick your courses! These two Weeks offer an unusually wide selection; you can pick between Alchemy History, Synthesis V Application, Synthesis VI Cooking, and Combat IV Preservation. While requirements for getting Free Time are a little stricter now, you can still get all of a week's Free Time with just two A grades.

Focus on picking courses that you know you'll do well at. Virtually all of these courses are somewhat easy As, although Alchemy History is probably the most foolproof of them all. The others have a trial-and-error element, though one that you can control by saving and reloading when things don't go your way. If you pass with two A's, you get a whopping four blocks of Free Time to yourself!

Courses

Alchemy History

This is a good course to take if you want to build up AP for weaker characters. All it calls for you to do is to visit the altar hidden away behind the transporter located at the upper-left part of the Wind's Corridor – Wind area. After that, you need to wheel around and gather twenty items from the area before you leave. They can just be from anything, such as boxes or barrels, and it doesn't actually have to be in ten hours or less. Chances are you'll end up running around for awhile at night to finish this Course, but that just means more chances to gain AP in relatively easy combats.

Synthesis V Application

This course is actually quite tricky. For your Tera Flame to qualify as "neat," you need to get rid of its Crude quality somehow and also give it Detailed quality. This means getting an E-level around 25 or so. This is only really possible if you start playing around with the Support Cards available to you during synthesis. The easiest way to get the effect you want is to have Nikki reduce the Tera Flame's quality to 0 at some point in the synthesis. Roxis's E-Level -10 ability also helps.

Synthesis VI Cooking

This is almost exactly like the last assignment, but it's a little easier. You need to create a Red Soup with the Flaming Spicy trait. Once again, being able to do this is mostly about manipulating Support Cards during synthesis. Use abilities to lower quality until you get the Flaming Spicy trait. Nikki's ability to reduce Ether level to 0 is once again useful here, as Flaming Spicy appears primarily around 0 quality.

Courses (cont.)

Combat IV Preservation

This assignment is just ridiculously easy, as Lorr is encouraging you to do what the walkthrough's been recommending for your entire game. The Interior Heights is also an area where it's easy to maneuver, and there aren't too many monsters. In the last two areas you pass through on your way to the target, there aren't any monsters at all! This should be a very easy A for you, although you'll have to reset if you accidentally end up in a fight.

Week Four, five, Six & Seven: Free Time

Week Eight: Event

Start the event by heading to Zeppel's Room in the Faculty Hallway. After the cutscene, Vayne briefly leaves your party. You need to get everyone else through the Old Schoolhouse – Closed Area to find a Moon Flower. If your party isn't suffering too badly without Vayne, then it's not a bad idea to go ahead and map out the area while you're at it. That said, this is a pretty tough dungeon and you may find yourself struggling even with good equipment. Pick your fights carefully.

Tip: Poison Resistance

Particular status resists usually aren't too important in *Mana Khemia*, but this dungeon is your first exception, due to the annoying Sludge Punis and Devil Punis who inhabit it. They can rapidly deplete your party's HP with Venom. Equip your active characters with the Tangerine Hat, which grants immunity to Poison.

Tip: Change!

It's easy to underestimate Muppy, but he really comes in handy in this dungeon if he has the Change ability. It sucks in groups of dangerous enemies and usually spits them out as much weaker Puni-type enemies that you shouldn't have trouble fighting. Of course, by transforming enemies like this, you get less AP, and you only get the transformed Puni version's drops. It helps out in an emergency, though, and it can really save time later on.

Tip: Fighting Ancients!

If you've been doing Jobs diligently, then you know how dangerous Ancients can be. Aside from doing boss-caliber damage, they have a whopping 5000 HP to chew through and can show up as any Strong encounter for the area. Their only vulnerability is their weakness to Lightning, which makes it important to keep Flay in your party if you end up fighting one. Have him use his Raiden Charge ability so his attacks rapidly fill the Burst Gauge, and save any Finishing Burst meter you build up for damaging them quickly.

Boss: Chimera

This guy doesn't have much in the way of offense to trouble you with. Keep your Support Row reserved for defense, and he shouldn't do more than 30 or so damage per attack. The difficulty in fighting the Chimera is that he's got ridiculously high HP and no obvious weaknesses to exploit for easily driving up the Burst gauge. So, just take your time and use whatever the biggest single-target damage dealers your party has on hand. Anything that multi-hits will drive up the Burst gauge and let you start doing damage more rapidly. Even at that, the Chimera may soak up two or more Burst Finishers before he goes down for good. Head back to campus once you've finished the battle and ensuing cutscenes. Go to the Faculty Room to finish up the chapter.

> Chapter 9: Your Future and the History of Alchemy <

Week One: Event

Weeks Two and Three: Class

This is more or less an exact repeat of Chapter 8's basic flow: you have four courses to choose from, and you can get four blocks of Free Time by getting As in two of them. As with last time, two are somewhat tricky Synthesis courses and two are more active courses. Anyway, your options are: Synthesis VII Equipment, Naturology II, Combat V Power, and Synthesis VIII Attack. If you want easy As, it almost doesn't matter what you pick, but Synthesis VII and Naturology can be completed the most quickly.

Courses

Synthesis VII Equipment

This course is fairly easy, but does require a little thought. When you go to the Resource Center to get a Flask, there are two targets listed on your map. The one in the North Area contains an ordinary Flask, and behind it, you can find the Synthesizer's Recipe key item. Go to the South Area and you get a Rusty Flask. Next, head back to your Workshop and make the Galileo's Flask Key Item with the Rusty Flask and Polishing Powder. Turning in Galileo's Flask guarantees an A.

Courses (cont.)

Naturology II

Here's another quick and easy A. Go to the Wind's Corridor – Abyss area and map it all out. Note that you don't have to explore everywhere on foot, as you should when you map out an area while looking for ingredients and treasure. You just have to get the game's auto-mapper to fill it in, which just means letting the area load. You have 10 hours to complete this, but it'll probably take a lot less time than that.

Combat V Power

This course is a little more challenging than the others, in that you have to win a fight with something. The usual restrictions to Combat courses apply: win within thirty cards, make sure you Burst the enemy, and so on. This time, though, you also need to generate a high maximum damage output. Getting an A is easy; shoot for around 12,000 total points of damage. If you want, you can pay 1000 Cole at the area's entrance for a tip on fighting the monster, but it's a little redundant, since you already gave us real money for the same info.

Boss: Dunkelknight

This enemy poses no real threat to you. Instead, he's an exercise in seeing how much damage you can do at once. Lay into him with your strongest Fire attacks to fill up the Gauge, and then unleash your strongest Skills while in Burst to rack up the max damage counter. Try to get off a Finishing Burst since those tend to add around 3000 damage points to the meter, but wait until the Burst Gauge is down to 1/3 or below to use it. By keeping the battle in Burst for as long as possible, you can wring higher damage out of your top-tier skills.

Courses (cont.)

Synthesis VIII Attack

Now this class can be a little challenging. You have to defeat the Poltergeist in the Clock Tower within twenty cards using only items. Your other commands are disabled during the battle. Obviously, you need to focus on preparing for the fight by making a bunch of attack items. If you make the right ones, you won't need to worry about healing at all.

Boss: Poltergeist

Your battle Items of choice here should be the Globe and the Bobomb Ice, which exploits a vulnerability of the Poltergeist's. Of the two, the Globe is far more effective, and you can easily win the battle with as few as four Globes. Prepare for the battle by making as many Globes as you can afford, and then as many Bobomb Ices as you can. Once in the fight, just start throwing them. Chances are the Poltergeist won't even get a turn, and you should get an A.

Week Four, Five, Six & Seven: Free Time

Week Eight: Event

The chapter caps off with a new dungeon to explore, the Mana Ruins – Bottom Center. Feel free to take your time and map it out as you go along. You should get a few vital new recipes and access to one of the best fishing holes in the game.

Tip: The Water Button

Remember that you can use this button to toggle the water level in the dungeon area, making it both high (good for fishing) and low (good for passing through).

Boss: Zweis Monde

There are tougher bosses in *Mana Khemia*, but this may be the most interesting of them all. The Zweis Monde has two modes, depending on which of the two fairies is sitting on the top of the cross-shaped blade. The white one resists Magic, and the one in black resists Physical attacks. You need to go into the battle with roughly three strong Physical attackers, and then three fighters with strong Magic skills.

That said, there are a few characters that can be extremely useful in any situation in this battle. Flay's Raiden Charge lets him damage the Zweis Monde heavily while it's in anti-Physical mode. Muppy can use his Flying Pot skill to trap the Zweis Monde and deprive it of a turn, giving you free rein to hammer it with attacks. Roxis can use Purifying to remove the Zweis Monde's Riot Storm Time Card attacks before they activate, sparing you a lot of damage to both your HP and SP.

There are a few things you don't want to do in this fight, too. Avoid using Time Card skills, as the Zweis Monde has an ability that removes them from play entirely, causing you to waste SP. Likewise, avoid Double Up Skills, as chances of a character needing to be Support Defended out of play before s/he can finish casting are very high. Support Defense is generally very useful in this fight; use Jess to take care of almost all of your healing needs this way, and Muppy to protect the party from attacks that hit everyone. Pamela is also useful, as her Support Defend nullifies all incoming damage and her Skills do potent Magic damage.

Boss: Zweis Monde (cont.)

If you have a good pool of characters for this battle, then it's just a matter of grinding through the Zweis Monde's store of hit points while you try to blunt its attacks or keep it from acting. Use Skills to deal massive damage whenever you can, as the Burst gauge fills slowly in this battle. It helps to come in with a full Finishing Burst meter, so you can guarantee a chance to use one when you do activate Burst. If you set up a defensive array of characters correctly, then the Zweis Monde shouldn't be damaging your party much, and beating it should just be a matter of time.

> Chapter 10: A Dying Cat, Helpless Me, And . . . <

Week One: Event

Week Two, Three & Four: Free Time

Week Five: Event

Start by going to the Faculty Room area to talk to Isolde. After the next cutscene, you get access to the Dragon's Grave - Cave of Origin, another area you want to explore thoroughly on your way to the goal. There are gobs of new recipes to be found here, many useful for creating enhanced equipment, and one hell of a boss waiting for you at the end.

Boss: Isolde

Isolde's a tough one. She's highly resistant to Lightning and resists all the major badstats, so there's no easy way to fill the Burst gauge when fighting her. Using Pamela's Seeker to eliminate her Lightning resist can give Flay easy ways to damage her heavily with Raiden Charged Screwdrivers, and Vayne's Chaos Devotion isn't bad either. Her Time Card skills are tremendously damaging, so be sure to bring Roxis along. She also has an attack that does tremendous damage to the party, so bring Muppy along and keep him ready in the Support Row. Just keep pelting Isolde with damage, focus on Defense, and once the Burst Gauge fills a few strong skills or a Finisher should be able to take her down. You get the Elixir recipe as your reward for victory.

> Isolde's Decision and Student's Confusion <

Week One: Event

Weeks Two & Three: Class

Just like the prior two chapters, you get to pick between four different courses, and can qualify for four blocks of Free Time if you get two successive As. Your options are Symbology II, Combat VI Speed, Synthesis IX Application, and Combat VII Chain. Which ones are easiest? Probably Symbology and Synthesis IX, but at this point you should be able to ace all of these fairly easily.

Courses

Symbology II

This class is simple. Markers for the second emblem appear after you find the first, and the third after the second. Don't let yourself fall all the way off of the giant tower at the entrance to the area with the third marker. The emblem is toward the back of the tower area, as marked on the map, so you need to take your time and jump toward it.

Go back to class after you've found the three emblems and answer the vice principal's questions exactly like this. The first: "Keeps the campus afloat." The second: "Amplifies Mana powers across the entire campus." The third: "a Mana." Find all three markers within the time limit and answer all three questions correctly, and you get an easy A.

Combat VI Speed

Your assignment is to fight the Berserk Koalaria in the Blocktower. He's easy to find, but there's a little trick to the battle...

Boss: Berserk Koalaria

This guy is probably going to summon a Jagged Tiger and Jagged Bear as soon as you start fighting him, and runs away if you let him linger at low HP... so, well, don't. Use your strongest Skills immediately to heap on big damage, and don't waste turns on fighting his escorts. You can even the odds by stacking your party with Quick characters, like Anna and Nikki, and getting lucky once the Burst Gauge is full. If you beat him without letting him run away, you get an A.

Synthesis IX Application

You should have gotten the Elixir recipe when you beat Isolde. Finding the ingredients and getting it to E-Level 100 from there is easy, just remember to match the ingredient element property to the same element on the wheel and to use high-E-level ingredients.

Combat VII Chain

This assignment is fairly difficult, because it means going through a dangerous boss fight without the benefit of your Support row for a little while. To get an A, you need to execute a chain of at least twenty hits on the boss before it dies. The best way to do this is with a Variable Strike set up by Skills and Attack Supports that do an unusually high number of hits. (You can just do a Variable Strike to pass, but will only get a B.) Try to satisfy this requirement as soon as possible, so you can get on with the process of defeating the boss.

Boss: Silent Horn

You may want to put Tangerine Hats on everyone before you set out, as the Silent Horn has a wicked attack that dumps a lot of damage and Poison onto everyone. For your Variable Strike, you want to use this exact sequence: Anna's Dancing Blade Chaos, then Jessica and Muppy's Attack Supports, and then Vayne's Attack Support to activate the Variable Strike. Who else you put into the party doesn't matter much, but note that the boss is probably weak against Nikki's attacks by now, and that it likes to use Time Card attacks for damage (which Roxis can easily Purify).

Week Four, five, Six & Seven: Free Time

Week Eight: Event

After this point in the game, there are no more classes or Free Time blocks, only event days. You should at this point be gearing up to beat the game and thinking about what you'll do with your next cycle. You should also have selected your Special Person before Chapter 11 ended. Consult the Character Quests Guide on page 124 for details.

This week opens up the important Resource Center – Underground Zone. You do have to travel through the Resource Center to get there, so you usually can't enter the Underground Zone until around 3 hours of in-dungeon time have passed. If you unlocked the Synthesis Master Rumor last chapter, then this dungeon grants you some of the only recipes and ingredients left that you need. Map the area carefully as you go along and don't miss any chests. If you get all the chests in this area, you should leave with the recipe for each character's personal ultimate armor.

Tip: Rainbow Feather

To make the potent Angel Cloth recipe that you've probably had for many chapters now, you need to make the Archangel's Wing, one of the two best accessories in the game. To do that, you need the Rainbow Feathers that can only be gathered by defeating the Dominion enemies in this area.

Boss: Isolde

Your second fight with her is... really, it's much like the first. While she's a little tougher, your characters have also probably gotten a lot more powerful since then. Make sure you have the same assortment of characters available and fight with the same basic tactics, and you should do fine. Your reward for victory is the valuable recipe for the Aroma Material, the other best accessory in the game.

> Chapter 12: Past Memories and a Desired Future <

Although there's a three-week calendar for this chapter, time doesn't really pass here. Everything you can do happens in Week One, and then you go on to the ending of the game.

Before you get started on the event, make sure you're caught up on your alchemy. You should be able to slot most of your characters to 95% or better now with the Aroma Material and various ultimate armor recipes.

This Event is simple; it just calls for you to visit locations on campus. Start with the Classroom and Faculty Room. After that, go back to the Workshop. This triggers some more cutscenes, and then another event at the Campus Grounds. When you next have control of Vayne, enter the "wall." This takes you into the Heart's Prison dungeon.

You literally can't move toward the east yet, so explore the western part of the initial area thoroughly (where the terrain resembles the Heights). The chests here contain several of the ultimate weapon recipes you want to synth up as quickly as possible, so you can socket your characters to 100% Grow Book. At the very limits of this area, you encounter a boss battle...

Boss: Renee & Tony

Well, this is more like the Renee and Tony That Exist in Vayne's Mind, so they're about as tough as you remember from previous encounters. In some ways, they're a little nastier, because Renee and her Azureflame Mana now have a team-up move called Path of Evil that lets them support each other with consecutive, devastating actions.

However, you also have some devastating moves of your own, particularly Flay's Raiden Charge + Screwdriver combo and Roxis's Chrona Drive. Focus damage on Renee first, then her Mana, and then finishing up Tony. Time Card skills of your own are very useful in this battle, since taking out Renee leaves the other two as somewhat sluggish attackers.

Tip: We've Moved!

If you've been relying on the Street Vendor at the Campus Grounds, his apparent loss once Heart's Prison opens up might seem like a major setback

Don't worry; he's just moved to the Cafeteria, and you can still buy items from him there.

You probably have to retreat after Renee and Tony, so synth up the new recipes you've found. When you return, a new area of the Heart's Prison dungeon opens up, this time resembling the Dragon's Grave. Go explore it and be sure to open all the chests. There's only one ultimate weapon recipe there, but the others have some helpful Heal Alls, too.

Boss: Grandwing Drake

He's back, and he's a little tougher than before. His Flare Ray attack is devastating enough to warrant putting Muppy on your team, and Assault forces your party to swap places with your Support Row. That said, he isn't a terribly difficult fight otherwise. He's vulnerable to Vayne's attacks, which you can use to quickly drive up the Burst gauge before you unleash your big damage-dealing skills. Time Card skills like Chrona Drive are also very effective, since the Drake is a little slow.

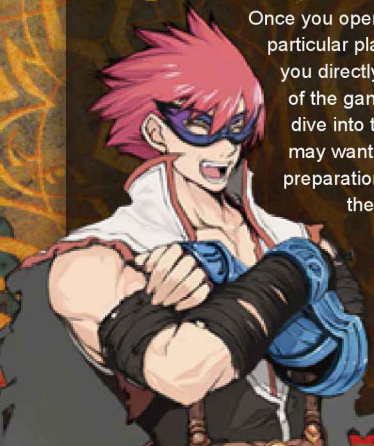
Exit again, do some synth and saving, and then return to Heart's Prison. You should get access to a new area that resembles the Mana Ruins. Check the upper area very carefully for chests, as your last three ultimate weapon recipes should be waiting here for you. Move into the next area to find your boss battle for this portion of the dungeon.

Boss: Zweis Monde

What a great candidate for the *Mana Khemia*'s Greatest Hits portion of the dungeon. You get to fight her again, but this time with much better equipment and skills. Of course, she's gotten tougher, too. Any attempt to use Time Card skills will end in disaster, so avoid them. Keep Roxis active as much as possible, to drive up the Burst gauge with attacks and use Purifying. Beyond that, just keep shuffling characters in and out of the front lines as necessary to compensate for Zweis Monde's latest change of type.

Hop back to your Workshop, save, synth up your final weapon recipes, and now you can get ready to go and polish off the game. Now that you've beaten all three bosses, you can get the platforms to move. Take the upper one to some useful treasures. Take the lower one to a teleporter that takes you to the dungeon's next layer.

Tip: The Final Charge



Once you open up this particular platform, it leads you directly toward the end of the game. Before you dive into this area, you may want to make some preparations both to face the final bosses and for your next play cycle. You lose all of your items at the end of the game, so don't hesitate to turn them into alchemy items you can use in combat, and sell whatever can't be converted. Your money supply does carry over to a new game, after all, and can help you save time there.

While you have all the recipes the game has to offer, still be sure to pick through the Chests. At this point they're full of useful things like Heal Alls, Tranquilizers and Shining Grails. You may find making progress grows more difficult the farther into the dungeon you go. Even blue enemies you can slash move quickly, and trying to slash them is likely to end with them colliding with you instead.

It's very important to memorize the enemy movements in these areas so you can start consistently getting through quickly. Remember that while fighting encounters can eat up time, so does running from them. You may also pass through areas with disorienting backgrounds that can make even spotting monster symbols difficult. You just have to make it to the entrance to the Deep Level to find the final battles. You're there when you see the second save point. Save up your game and then head in.

Tip: Cheat the Night

So, have nine hours already passed in the dungeon, leaving you nowhere near the end? Here's a tip for cheating your way around the time limit.

Sure, day turns into night, but night also turns back into day. When night falls in Heart's Prison and there's still more progress you want to make, find an area where monsters can't roam (like ramps or a moving platform) and stand there. Go make a pot of tea or get a snack and come back in, oh, about five minutes. It'll be daytime again, and you can resume your progress without having to wade through lots of tedious encounters.

Boss: Vayne

You get to select which of your seven characters go into this fight before it starts. Generally you want to make sure Roxis, Muppy, and Flay are there, and either Pamela or Jessica to take on healing duties. With the right characters, Vayne as a boss isn't terribly threatening. His moves don't do a lot of damage and rely heavily on Time Cards, which Roxis can Purify. He does have a lot of HP, but you can put him down very quickly by setting Flay up to do a Raiden Charged Finishing Burst, which eats up about 10,000 HP easily. Roxis's Chrona Drive and whatever other good skills you have on hand also do a good job of whittling through his HP quickly.

This is the part of the game where selecting a Special Person makes a difference. If you did, your character is going to give you a little pep talk that leads in to the next battle. If you didn't, then the fight with Vayne is pretty much the end of the line for you and the ending changes.

Boss: Crazed Eye

Select a new batch of characters (you don't have to put Vayne in if you don't want to) and then get ready to face the real final boss. Wow, and what a final boss! This guy does everything sneaky you could want to see in a final battle: he summons helpers (and some of them explode, giving you no chance to Support Defend), makes evil clones of your characters that use the same Skills, makes characters impossible to heal, slows down effectiveness of healing powers, and does nice massive damage on top of all that.

Muppy can protect the party from area effect attacks, Roxis can handle most of the Time Card wackiness, and Flay is as much of an efficient damage engine as ever. Focus on preventing attacks so damage isn't an issue, though you'll probably end up popping some Super Nectar and Shining Grails before this is all over. Do your best to get the boss into Burst (despite his lack of weaknesses) and keep him there so your skills are more potent. Buffing abilities and items are very valuable to make each move count as much as possible.

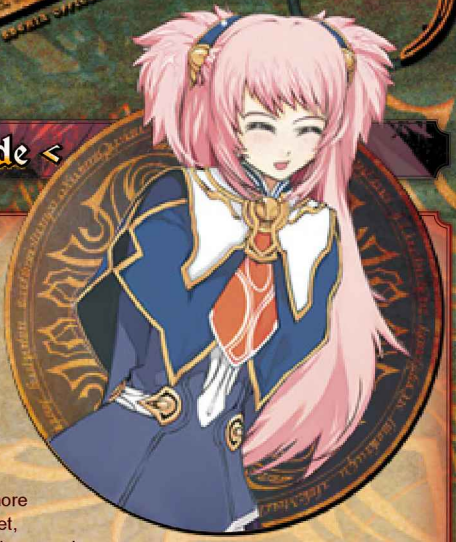
Anyone with strong area damage skills can quickly clear the board of Crazed Eye's minions. He actually summons several types of minions that look the same, but only the Despair is worth taking note of: they tend to get charged at you to self-destruct. Regardless, keep your focus on Crazed Eye himself. Grind through his HP without suffering a total party wipeout, and congratulations, you've beaten the game!

But Wait! There's More!

Make sure you sit all the way through the ending credits and whatever special ending you unlocked, then save your game to get a clear data file! In order to play a second cycle, load this file and you'll start from the beginning of the game... with all of your money, AP, and Grow Book progress. Technically you have all of your recipe data in the Encyclopedia, but you have to derive new items and acquire recipes all over again. It shouldn't matter much, since you'll start the game with ridiculous stats and your Attack and Defense Support abilities. Your second and later cycles will go by much more quickly than your first.

A second cycle unlocks more challenges for you to face, and a chance to do better if you couldn't find all the items or pass your courses. That challenge takes the form of the Bonus Dungeon, a 59-area monstrosity packed full of ridiculously powerful monsters, twenty-one exclusive equipment items, and some exclusive material items, too. Turn to page 180 for coverage of what's waiting for you in that dungeon, and some tips on finding a way to survive the toughest battles *Mana Khemia* has to offer. Beyond your second cycle, you also need to unlock all of the game's eight endings to fill out your Extras section completely.

> Character Quests Guide <



When Free Time comes up in *Mana Khemia*, one of the things you can choose to do is go on Character Quests. These build up your affinity with the seven other playable characters that join Vayne. If you complete a character's quest tree, that character becomes your Special Person. You get a special "ending" for that person when you complete the game in Chapter 12. If you fail to complete anyone's Quest tree before Chapter 11 ends, you get an additional eighth ending that's more or less the game's "bad end." Every ending you get, including the eighth ending, add more content to the game's Extras section. To get all Extras, you need to complete the game eight times, one for each possible ending.

If you have a favorite character and want to see his or her ending, focus primarily on his or her Quests. Even if you don't want a character's ending, you may unlock some good recipes or other things by doing a Quest for that character. So, whenever you have Free Time, the best thing you can do is work on Quest trees. Just remember that you can only do one Character Quest per week, and doing it automatically ends the week. The one limitation on doing Character Quests is that you must meet all prerequisites for the next step in the Quest tree before you can do it. Quests have roughly three types of prerequisites that you may need to meet before you can have the option of taking them.

Quest Prerequisites

1. You must be at the correct point in the story. You cannot take a Quest that references characters you haven't recruited into your party yet, or events that haven't happened. You can't, for instance, do Flay's fourth Quest before Chapter 9.

2. You must have viewed any required cutscenes. Most of the game's character cutscenes are simply humorous, optional things you can trigger by entering the right area after an Event or at the beginning of a Chapter. Both Jess and Nikki have required cutscenes as part of their Quest trees, though.

3. You must have finished other relevant Character Quests or obtained necessary items. For instance, you must do Anna's first Quest before doing Pamela's third.

Prerequisites for each Quest are going to be listed with the Quest information. Note that there are many optional cutscenes besides the ones listed here, but they have no direct impact on your game's progress (beyond unlocking certain Rumors). You may occasionally be able to advance through a Quest tree without satisfying cutscene requirements, but viewing the listed cutscenes makes Quests more likely to appear on schedule. If you like to hunt for cutscenes, visit various areas on the Campus and Vayne's Classroom frequently and see if something amusing comes up.

You cannot finish any character's Quest tree before Chapter 11. During that Chapter, you may only select to finish one character's Quest tree. That character becomes your Special Person and you will receive their ending. Once you've selected a Special Person, you may not undertake any more Character Quests for anyone else.

> Jessica <

Quest: What kind of syntheses does Jess do alone…?
When: Chapter 2

The answer to that question is "exploding." All this requires you to do is go to the Campus Grounds, and then to the Workshop Hallway. Once in the Workshop Hallway, you need to enter the door marked "Someone's Workshop."

Quest: … has Jess blown anything else up?
When: Chapter 3

Answer: yes. This time cleaning up the mess requires five or more Polish Powders. You should've already synthesized it by now, so you can either make more or just buy them at the Student Store. Speak to Jessica in the Workshop when you've got them, then head to the Campus Grounds.

> Jessica (cont.) <

3

Quest: Oh yeah. I promised to help Jess make something.
When: Chapter 4

This one's simple: make two Nectar, presuming you don't have them on hand. Yes, you can just buy them if you like, provided you've synthesized Nectar once already.

4

Cutscene: Jessica and Mortality
Location: Classroom

5

Quest: I think there's an outdoors class soon…
When: Chapter 7

This Quest is split into two parts, both easy. In the first part, you and Jessica have to gather vegetables from five points in the Bone Grove area of Dragon's Grave. You should've mapped the area out by now, so finding the two vegetable beds there should be no problem. In the second part, you just have to move Vayne toward the target area of the Bone Grove. There are no monsters, so there's nothing to worry about.

Quest: Should I tell everyone about Jess's condition?
When: Chapter 11

Make a Bomb Ice, a Red Soup, and a Veggielicious. Give them all to Flay, then visit the Workshop Hallway. The rest is all cutscenes.

> Nikki <

Quest: … I wonder what Nikki usually does.
When: Chapter 2

All you need to do here is go to the Faculty Hallway to find Nikki after the initial cutscene.

Quest: What happened with Nikki's man search?
When: Chapter 3

This gives you the recipe for the Loveless Potion, which you need to make to end the Event. You should have most or all of the ingredients on hand or be able to find them easily.

> Nikki (cont.) <

3

Cutscene: Nikki's Song
Location: Workshop Hallway

4

Quest: Nikki's singing has made her more popular...
When: Chapter 5

Boss: Neraus and Marilono

That's right. You start this quest off with a boss battle that pits Vayne, solo, against these two. They aren't especially difficult, though. A single Analyze should take one of them out.

Your next stop is the Campus Grounds, where you hook up with Roxis and Flay. You can't return directly to the Workshop now, so instead head to the Workshop Hallway.

5

Quest: I wonder what happened to her fan club groupies...
When: Chapter 7

Go to the Campus Grounds, and then the Music Room. Next, hit the Student Store to trigger a familiar battle...

Boss: Neraus and Marilono

Yeah, these guys are back, and their stats haven't changed while you've grown enormously more powerful. One Rising Pillar should end the fight. With the fight over, go to the Cafeteria. You repeat the boss battle again, and yes, it's just as sad the second time.

6

Cutscene: Nikki's Affections
Location: Cafeteria

7

Quest: Nikki's attitude towards me changed a lot lately...
When: Chapter 11

Follow Nikki to the Workshop. Then acquire five Giant Woodchips, five Preuve Lead, and five Black Dirt. Give the items to Flay when you're ready.

Boss: Student Lookout A and Student Lookout B

One Screwdriver or similarly powerful Skill finishes the fight. Enjoy your ending!

> Pamela <

1

Quest: Pamela joined our workshop as a favor...
When: Chapter 4

Pamela wants a Cheesecake, a Brownie Mask, and a Straw Doll. You probably have these on hand, or can get them easily. Just make sure you aren't trying to give her Straw Dolls that are equipped to your party members. That doesn't work.

> Pamela (cont.) <

2

Quest: Pamela hasn't gone back to the library lately...
When: Chapter 5

Go to the Resource Center after the opening scene. Speak to all the students in the area. This takes you into the Resource Center dungeon, and to a boss fight when you reach the target.

Boss Lonely Wraith

This guy is… well, really not much of a boss. You should defeat him with two or three standard attacks, probably before he moves.

3

Cutscene: How Old is Pamela?
Location: Resource Center

4

Quest: Pamela seems so bored...
When: Chapter 6

This one is very simple. Escort Pamela to the Classroom, Faculty Room, and Campus Dungeon. Note that this Quest isn't available until you've done Anna's first Quest, though.

5

Quest: Pamela seems so serious about alchemy now...
When: Chapter 7

Go to the Workshop Hallway after the cutscene. After another cutscenes, find the Empty Room in the Workshop Hallway and give the victim a Cure Jar. Then you need to go to Wind's Corridor – Abyss and find Pamela at the target area. After you return to the Campus, go to the Resource Center to finish things up.

6

Cutscene: Pamela's Sadness
Location: Resource Center

7

Quest: I wonder if Pamela's depressed...
When: Chapter 11

Head to the Faculty Room and talk to Zeppel first. Next, go to the Workshop Hallway, then head over to the Campus Grounds. Finally, make a Vassilissa's Doll and give it to Flay.

> Flay <

1

Quest: It feels like Flay's up to no good...
When: Chapter 4

First, go to the Campus Grounds to "gather information." That just means that you need to talk to everyone. Next, head to the Workshop Hallway and enter the Empty Room. This triggers a battle that pits only Vayne and Flay against a Student.

2

Quest: There's been a strange rumor going around lately...
When: Chapter 5

The opening scene immediately takes you to the Campus Grounds. Talk to all the students there. Let the cutscene play out, run Vayne south when you get the chance, and then go to the Workshop Hallway. Another cutscene ensues. Your next stop is the Campus Dungeon.

3

Quest: *sigh* Why do I have to be a hero...
When: Chapter 6

A long crawl through the Resource Center is usually no big deal, but you only have Vayne and Flay now. Carefully avoid encounters while you head toward the target.

Boss: Drawnie

The Drawnie is a potent attacker, but doesn't have much HP. One or two strong Skills should put him down for good.

4

Quest: I haven't done much to uphold justice lately...
When: Chapter 9

The Classroom, Cafeteria, and Resource Center need justice! The rest of it plays out in cutscenes.

5

Quest: Flay's been really calm lately...
When: Chapter 11

Head to the Old Schoolhouse after the opening scene. You do have to trek through the entire dungeon to the marker, but running from enemies will be unusually easy. Also, some parts of your journey get skipped over thanks to the cutscenes that introduce the various boss battles.

Boss: Delinquent, Student x2

The Delinquent is like fighting a super-toned-down Tony. The Students are quite weak and should disappear with one Eluding Thorn. You should win in a few moves at most.

> Flay (cont.) <

Boss: Four Kings

These guys are... actually kind of tough! Use a Violent Pillar to eliminate them right away, or they can do quite a bit of damage.

Boss: Evil Commander, Delinquent (Guy) x3

One Violent Pillar should wipe out everyone but the Commander, who can go down next turn. Use Shade Shift if you want to make sure the enemy doesn't get too many chances to act.

Boss: Flay

This fight is quite easy compared to what came before. Use a single Chaos Devotion to end it if you like.

> Roxis <

Quest: I'm glad Roxis joined our workshop, but...
When: Chapter 5

Your first stop is the Resource Center. Roxis isn't there, but ask all the students about him and you find out he went to the Millennium Tree. A cutscene triggers once you make it to the entrance of the Near Grounds area.

After the scene, head back to your Workshop to make a Plosion, as requested. You should have gotten this recipe somehow by now, though usually you get it by completing Job 044, the Dark Sword. Go back to the Near Grounds to give it to your client. This triggers one more cutscene.

2

Quest: I wonder if Roxis is still mad...
When: Chapter 6

Head to the Academy after the initial cutscene, then go to the Resource Center. That's it! Before this Quest is over, Roxis is going to have a Mana of his own.

3

Quest: How's Roxis been since he got his Mana?
When: Chapter 7

This Quest is a little tricky. You need to run a party consisting only of Vayne and Roxis through the Mana Ruins, to a point in the Outskirts that's near the entrance to the Interior Heights. It involves a lot of jumping and walking on narrow ledges to reach, but shouldn't be a problem if you've already mapped this area. Open the chest waiting at the target area to end the Quest. It doesn't matter if you've opened it once already while exploring. After finishing this Quest, you can use Roxis for co-synthesis.

4

Cutscene: Two Good Friends
Location: Guys' Dormitory

> Roxis (cont.) <

5

Quest: Flay said he has an important announcement about Roxis...
When: Chapter 8

This one is actually tricky. You are basically navigating a dialogue tree with Roxis, and it is possible to fail depending on what answers you pick. Here's a list of all the options you can go through. You start by going to the Guys' Dormitory.

First, Vayne has to ask Roxis an opening question. You can ask about the school, alchemy, or love. If you ask about love you get a really funny reaction, but the scene ends immediately after Roxis's answer, which is failure. Ask about alchemy or school instead.

This gives you a chance to ask Roxis a question about girls: specifically, what he thinks of Jess, Nikki, or Anna. Who you pick doesn't matter, but each answer is pretty hilarious.

After that, you can ask "Do you like anyone?" or ask about Pamela. Either answer is fine, though "Do you like anyone?" is a bit funnier while asking directly about Pamela is more revealing. This answer ends the dialogue tree, so sit back and enjoy your final cutscene.

6

Quest: It seems Roxis does a lot of thinking lately...
When: Chapter 11

The first half of the event calls for you to make a Cure Jar. If you turn it in at quality 100 you tie with Roxis, and otherwise you probably lose. It doesn't matter if you lose, though. The second half is more important and really can't be lost.

Boss: Roxis

Roxis is back with his Purify Ring. You... have Chaos Devotion. This fight should take exactly one turn to win.

> Anna <

Quest: Since Anna came, it's more serious around here...
When: Chapter 5

Check around different places on campus for Anna. Start with the Workshop Hallway, Classroom, and Campus Grounds.

Quest: I wonder when Anna does her sword practice.
When: Chapter 6

Head to Dragon's Grave – Heaven's Road to meet Anna. Then, you have to win three encounters with only Vayne and Anna in your party. Don't worry, though; they're a little scaled down in difficulty from the usual Heaven's Road monsters, so you really only fight one at a time. After that's done and you get another cutscene, you have to defeat every monster on that particular map area. It should be easy.

> Anna (cont.) <

3

Quest: I promised to join Anna in her sword practice…
When: Chapter 8

In this sequence you get stuck in a new area of the Mana Ruins with only Anna. When you get control the first time, head to the rock with the large crack in it and examine it. The second time, move through the area toward the area marked with a ladder on your map. Don't bother getting into any fights here; just run away.

4

Quest: I wonder how Anna's alchemy grades are...
When: Chapter 9

The additional prerequisite for this Quest is having discovered and synthesized the recipe for Super Nectar. The first time you get control, walk forward and talk to Anna. Then, make a Polish Powder when prompted. Next, make visits to the Dragon's Grave – Bone Grove or Millennium Tree (even if you have ingredients for a Brilliant Stone and Preservative on hand). Answer "Chrome Crystal" at the prompt in Dragon's Grave, and "Fruit" at the Millennium Tree. Screwing up either one gets you a bad ending for the Quest, which you don't want.

5

Cutscene: Anna's Farewell Speech
Location: Workshop

6

Quest: Anna looks like she's feeling down lately...
When: Chapter 11

Boss: Anna

Anna is very quick but has low HP. Hit Chaos Devotion and that's that.

Head to the Heights to find Anna after the first cutscene ends.

Boss: Anna

Second verse, same as the first.

> Muppy <

1

Quest: I think Muppy's looking for attention...
When: Chapter 8

Time to take Muppy on a tour of campus! First head to the Workshop Hallway, then visit the Campus Grounds, and finally, go to the Music Room.

> Muppy (cont.) <

2

Quest: Muppy looks kinda pale... I think, maybe.
When: Chapter 9

Head to the Classroom after the initial scene, and then to the Workshop. Next go defeat the Children of the Muppy at the Workshop Hallway, Classroom, Faculty Room, Infirmary, and Girls' Dormitory. This is kind of tricky since it's not a cutscene event; you need to scour the area for Children and then press ⊗ to pop them. The event progresses when you've found and popped five.

In the Workshop Hallway, there's one on the Roof behind a foreground pillar and one in the cauldron in the Empty Room. In the Classroom area, there's one in Vayne's Classroom, one floating outside a window in Classroom C-1, and three in the Restroom. In the Faculty Room area, there's one in Dior's office. In the other areas, there's only one Child. You have to clear out at least two areas, but they can't be areas with just one Child in them (clearing all of the areas with one Child seems to count as clearing a larger area, though). Anyway, it's easiest to just clear out the Workshop Hallway and Classroom areas to trigger the next cutscene.

3

Quest: Muppy has only caused trouble since he got here... is that okay?
When: Chapter 10

When the cutscene ends, talk to everyone and get their opinion of what to do about Muppy. Try all the plans presented. When you've tried all three, the sequence ends with a (hilarious) cutscene.

4

Quest: I think Muppy's been more serious lately...
When: Chapter 11

After the cutscene, head back to the Workshop, and then to the Campus Grounds. You've got a fight to win!

Boss: Muccho

Muccho is… a little challenging! You'll have to hit him with six or seven big finishers to get him to go down. It's still a pretty relaxed battle, though. Muccho doesn't have a whole lot to offer in the way of offense. The worst of it is his version of the Muppy Cannon, which inflicts Poison on top of big damage. Chew through his HP and then sit back to enjoy the rest of the story (such as it is).

Section 3

Advanced

(...or how to kick other people's asses.)

> Jobs Guide <

When you get Free Time in Mana Khemia, you can choose to go on some optional Jobs to get extra money, ingredients, and sometimes recipes. You don't have to take these extra Jobs, but doing so makes your game quite a bit easier, thanks to the extra money and AP you can accumulate doing them.

In particular, completing certain Help Me Jobs earns you a recipe as a reward. The recipes listed as rewards in this guide are the rewards you're "supposed" to get, but note that rewards may vary somewhat depending on what you have and haven't accomplished previously in your game.

For example, if you skip Job 044, you won't gain the Plosion recipe. If you later complete Job 045 but already have the Alchemic Bag recipe, the game is likely to award you the Plosion recipe you missed instead. If you complete all Jobs and acquire all recipes in order, you should get the rewards exactly as they are listed. Just bear in mind that variation is *possible*.

There are 62 Jobs available in Mana Khemia, numbered sequentially from 039 to 101 (with the exception of 051 – for some reason, there is no Job 051). Each is exclusive to a particular Chapter in the game. Jobs appear during the first Free Time block of their Chapter, and must be completed before the week of the Time Limit passes.

Jobs 052 and 053 become available after finishing all of the other Help Me Jobs, and do not spawn until your second block of Free Time in Chapter 11.

> Cold Soup Okay? <

Job 039

Type: Bring Me
Client: Yulie
Reward: 2640 Cole

Appears: Chapter 4
Time Limit: Chapter 4 Week 4

I've been so busy lately. I'm tired and I don't have an appetite. There are times I would gladly eat my mom's Cold Green Soup… If you can make it, please bring some to the Cafeteria.

Strategy: Green Soup takes on the Cold property when it's made at very low quality levels. The easy way to ensure a terrible Green Soup is to make it with the lowest-quality ingredients you have, and then get Nikki to assist you during synthesis when her power is setting the E-value of a synthesis to 0. You need to make 3… and then synth another one, to fix the damage you caused.

> A Bitter Dessert <

Job 040

Type: Bring Me
Client: Yulie
Reward: 4000 Cole

Appears: Chapter 6
Time Limit: Chapter 6 Week 5

My heart is a Zombie Puni. I'm so sad I can't even eat my sweet desserts. … But the Bitter Cheesecake my mom made. That's perfect. Can someone bring some to me at the Cafeteria?

Strategy: Make Yulie two Bitter Cheesecakes the same way you made Cold Green Soup for her, by using Support Cards during Synthesis. In this case, it's easiest to make it by first using Nikki's E-Level Reset to 0 ability, followed by Jess's E-Level Plus 10 ability.

> Warmth in Frozen <

Job 041

Type: Bring Me
Client: Yulie
Reward: 10,000 Cole

Appears: Chapter 10
Time Limit: Chapter 10 Week 5

That unforgettable taste… The Warm Muscat Sorbet. No one believes me, but I know it wasn't a dream. There has to be warm, cold desserts. If you can prove it, come talk to me at the Cafeteria.

Strategy: The "Warm" quality for Muscat Sorbet exists only when it is made between E-Levels 16 and 18. To get it into this narrow range, you need a variety of advantageous support cards (Minus abilities and Pamela's E-level down 50%) and the ability to predict which elements on the wheel are going to decrease E-level. Generally it's an elemental opposite but it helps to play around with it while synthing something you can easily fix later, like a Heal Jar. This is also a good way to set up an advantageous spread of cards before you sit down to synth with the expensive Muscat and Long Ice Cream ingredients you don't want to waste. It also helps to make an extremely low-quality Bomb Ice via extremely low-quality Flour, so the initial possible quality of the Muscat Sorbet is low as possible. This makes managing a synthesis that gives you the desired 16-18 range a little more possible.

> The Bug Master <

Job 042

Type: Help Me
Client: Arsha
Reward: 750 Cole

Appears: Chapter 3
Time Limit: Chapter 3 Week 4

Bounty Head Info: A bug loving brownie appeared in the Living Forest. Girls are complaining about the nasty bugs. Please come to student affairs if you can help.

Strategy: Your target, the Caterperider, is in the area just outside of Dragon's Gate. He's a Monster Symbol with a crown on his head, off hiding down a little path to the east that may initially look impassable. He arrives with an escort of three Kamikaze Dolls. You must kill only the Caterperider first, or the Kamikaze Dolls' deaths will cause him to viciously counterattack. The Caterperider is a vicious combatant, doing over 40 damage per attack. Use your strongest single-enemy skills and focus on damage over healing (you simply can't restore damage as quickly as the Caterperider does it at this point). Ignore the Kamikaze Dolls, who can still be a handful if they decide to use MB5 and suicide themselves for about 25 points of damage on your party. After you win, you get the Goat Cheese recipe.

> Brawny Brownie Hold-Up <

Job 043

Type: Help Me
Client: Arsha
Reward: 750 Cole

Appears: Chapter 3
Time Limit: Chapter 3 Week 4

Bounty Head Info: A brownie with a huge hammer is randomly attacking students at The Heights. Power to suppress violence! Report to the Student Affairs desk.

Strategy: Your mark is very easy to find, at the second area of the Heights. The Yulaurnie's individual attacks are very powerful, upwards of 30 or 40 points of damage, and he tends to spawn extra "Quakes" that do around 30 points of damage each. He's vulnerable to Lightning, though, so you can make good headway against him by bringing a stack of Lightning Rods and some characters with Lightning Skill in. Jess's Thundering Hammer is also very effective. If you're lucky, you can spam Lightning attacks until the Burst gauge fills up and then defeat him while in Burst mode. You get the recipe for the Tangerine Hat as an extra reward for victory.

> The Dark Sword <

Job 044

Type: Help Me
Client: Arsha
Reward: 1400 Cole

Appears: Chapter 4
Time Limit: Chapter 4 Week 4

Bounty Head Info: There's a cursed swordsman at the end of the Old Schoolhouse. We'll take the first strike to get rid of him. Please report to the Student Affairs desk.

Strategy: You'll find the Darkbringer isn't much of a challenge at all. His Flash does poor damage and his consecutive attacks aren't very fearsome either. Use area-attacks until his escort is defeated, and then fall back on trusty single-target skills like Blade Pillar, Starshot, and Thundering Hammer. As a reward for victory, you get the Plosion recipe.

> A Mad Scientist <

Job 045

Type: Help Me
Client: Arsha
Reward: 1650 Cole

Appears: Chapter 5
Time Limit: Chapter 5 Week 4

Bounty Head Info: The brownie scientist invented a new weapon. Destroy prototype before mass production. Seen at Wind Corridor – Mist. Report to Student Affairs.

Strategy: The Armed Brownie is mostly a big chunk of HP with little offense. The Button & Level attack can do nasty damage over time, but not as quickly as you can pour it on with your team of attackers. He's vulnerable to Lightning, so use Lightning Rods to quickly get him in Burst Mode and then pour on the damage with your best Skills. You get the Alchemic Bag recipe as a reward for victory.

> Flying Statue <

Job 046

Type: Help Me
Client: Arsha
Reward: 2460 Cole

Appears: Chapter 6
Time Limit: Chapter 6 Week 5

Bounty Head Info: A winged stone beast is wreaking havoc at Dragon's Grave – Bone Grove. Please contain it before more damage is done. Report to Student Affairs.

Strategy: The boss you fight here is the Stonewing Beast. Use Ice Bombs or other Ice attacks to rapidly fill up its Burst gauge, and then defeat it with Skill damage or Burst Finishers if you can activate them. You get the Uni Bomb recipe as a reward for victory. Note that it has an attack that inflicts massive stun on your characters, so try to avoid using Skills with charge time if you can.

> Transforming Devil <

Job 047

Type: Help Me
Client: Arsha
Reward: 2750 Cole

Appears: Chapter 7
Time Limit: Chapter 7 Week 4

Bounty Head Info: A spider-like monster appeared at the Millennium Tree. Many students have been attacked by legs. Take caution! Please report to Student Affairs ASAP.

Strategy: Arsha's hint says that the Scylla is speedy, but this isn't really the case. It is, however, a very tough chunk of HP with attacks that do around 100 HP apiece, a nasty group-damage attack in the form of Ice Volley, and a lot of elemental resistances. Speedy characters do have the advantage of getting lots of turns against it, but might be too fragile to survive with some tankier characters like Flay to take hits for them. Use your Support row for defense and focus on using multi-hit skills to fill up the burst gauge. Time Card skills are especially useful here since the Scylla is relatively slow. When you win, you get the recipe for the Big Uni Bomb.

Violence without Reason <

Job 048

Type: Help Me
Client: Arsha
Reward: 3200 Cole

Appears: Chapter 8
Time Limit: Chapter 8 Week 4

Bounty Head Info: Defeat the target at the Living Forest. No matter what happens, no matter who you're up against. Please report to the Student Affairs desk.

Strategy: It'll be hard to convince yourself to fight the super-cute Kobold Daddy, Kobold Mama, and Kobold Boy, but you do what you gotta for a little cash. Just bear in mind that as you pick off family members, the others power up, and the Kobolds can do a lot of damage as they get angrier. Reserve your Support Row for defense and try to rely on getting quick Burst Modes so you can rapidly damage the Kobolds with skills. Nikki's Heartful Action done in Burst Mode does tremendous damage. As an extra reward for victory, you get the Formell Fabric recipe.

> A Machine Fairy <

Job 049

Type: Help Me
Client: Arsha
Reward: 3170 Cole

Appears: Chapter 9
Time Limit: Chapter 9 Week 4

Bounty Head Info: A fairy mechanic is messing around with the Clocktower. This is confusing everyone, so please teach it a lesson. Make reports to Student Affairs.

Strategy: If you haven't already solved the "puzzle" in Clocktower that lets you access all of its areas, you're going to have to now. Don't worry, it's a simple process of finding levers in dead-end areas and hitting them to open up new ones. It may take you two or three trips to complete, though.

As for actually fighting the Gear Sprite, that's relatively simple. It's weak against Fire and Lightning, although very resistant to Physical attacks. Try not to overload your party with Physical-reliant characters. Its HP count isn't that impressive and a good run of Skills in Burst mode should put it down neatly. Your reward for victory is the Voidspark Pipe recipe.

> A Demon with Twin Swords <

Job 050

Type: Help Me
Client: Arsha
Reward: 750 Cole

Appears: Chapter 10
Time Limit: Chapter 10 Week 5

Bounty Head Info: The sealed demon has revived in the Wind's Corridor – Abyss. If he escapes, we can't stop it anymore. Please take care of it. Report to Student Affairs.

Strategy: The Dualblade Emperor has basically no offensive ability against you if you use your Support Defense wisely. So, just exploit his weakness to Ice to rapidly fill up the Burst gauge, and then use Skills and Finishers to whittle through his Hit Points. You get the Quartz Slicer recipe as a reward for victory.

> Mystery Tails <

Job 052

Type: Help Me
Client: Arsha
Reward: 7150 Cole

Appears: Chapter 11
Time Limit: Chapter 11 Week 5

Bounty Head Info: A demon with a beautiful tail. Take care not to be seduced by its powers. It lives near the waterbank in the Heights. Report to Student Affairs.

Strategy: Your enemy here is Ninetails, and she appears with an annoying Kobold Kunoichi and Kobold Samurai. This is a rough battle because Ninetails shuts off your ability to use Items, and so you need to rely on Skills alone to win it. The Kobolds are minor threats, so whittle down their HP rapidly with Half or Death Sphere and try to keep your focus solidly on damaging Ninetails. She has high HP and is a very dangerous attacker, and you want to keep her turns down to a minimum. Put Nikki in her party and she can rapidly fill the Burst Gauge with standard attacks, or use Pamela's Seeker to get rid of her annoying Double Magical Resist. If you aren't going to use Seeker, bench all of your Magic-type attackers except Muppy and Jess, because they just can't contribute much to this battle. Beyond that, just rely on your usual boss-killing tactics to chew through her HP. The higher your party's overall SPD is, the easier this fight becomes; Vayne's Over Realm also helps tremendously.

> Balancing Chaos <

Job 053

Type: Help Me
Client: Arsha
Reward: 5940 Cole

Appears: Chapter 11
Time Limit: Chapter 11 Week 5

Bounty Head Info: The ancient demon has revived. Seal it before chaos returns. It's at the Mana Ruins - Bottom Center. Good luck, and report to Student Affairs.

Strategy: This is one of the most difficult battles you can face outside of the Bonus Dungeon. It's essential to equip your party with Yubana Covers beforehand, because the Advocate really enjoys spamming Choke (and Jamming, and Calamity) on consecutive turns. If you entire party ends up Sealed, there's really not much you can do. Your best offensive strategy is to pick one of the dragons, Goldenia or Silverius, and try to defeat it very quickly, then the other. The Advocate's got very high defensive stats, and picking him off first is not really worth the time or effort unless you get lucky and fill your Burst Gauge rapidly. Use Muppy and Jess to blunt the effects of the awful Calamity/Jamming/Choke trio with Support Defense and healing, and you should do fine if you fill out the rest of your party with strong attackers. Note that if you don't have Muppy Support Defend on Advocate's Calamity, the knockback is so severe that all of the enemies will probably get another turn before any of your characters.

> Virgin of Snow <

Job 054

Type: Help Me
Client: Arsha
Reward: 5970 Cole

Appears: Chapter 11
Time Limit: Chapter 11 Week 4

Bounty Head Info: On the path to Dragon's Grave – Bone Grove, a snow white harpy's appeared. Watch for its freezing storm. Reports should be made to Student Affairs.

Strategy: Note that, despite the job notice text, your mark is waiting in the Dragon's Grave – Cave of Origins. You'll also be fighting a group of monsters: a Snow Maiden, a Blackwing, and a Shadow Girl. This said, you have absolutely no business attempting this battle without Roxis in the party. Unless he Purifies the Time Card attacks spawned by the Snow Maiden's Blizzards, you'll be soaking up as many as five attacks in succession, and your Support Row just isn't good enough to handle that. Provided he's in the party, the Snow Maiden is otherwise easily handled with Fire attacks. Nikki can also exploit her Beast-type nature.

> Witch Girls Trio <

Job 055

Type: Help Me
Client: Arsha
Reward: 3430 Cole

Appears: Chapter 10
Time Limit: Chapter 10 Week 5

Bounty Head Info: Please stop the three troublesome witch sisters at the Old Schoolhouse. Be careful of their triple attacks. Make your reports to Student Affairs.

Strategy: The Witches are surprisingly dangerous foes. To prepare for them, make plenty of attack items and load your party down with your Physical damage-dealers, since the Witches are all highly resistance to magic. The only magic-users really worth taking along are Roxis (for Prevention) and Jess (for healing). The Witches don't have a lot of hit points, so if you're able to make lots of devastating Physical attacks out of the gate, you should be able to pick one off quickly. Until you do, they'll get to slam you with a rapid barrage of about half-a-dozen random spells roughly every third attack. There are no surefire defensive measures you can take against this, so you should fall back on using a fast offensive to eliminate witches quickly. With Nikki and Anna in your party, this should be a viable strategy. You get the recipe for Sweetsland as a reward for victory.

> Dragon of the Crystal <

Job 056

Type: Help Me
Client: Arsha
Reward: 2640 Cole

Appears: Chapter 8
Time Limit: Chapter 8 Week 4

Bounty Head Info: The ancient dragon appears at the Millennium Tree. Its glassy body beams with strong magic. Prepare for magic attacks. Report to Student Affairs.

Strategy: This is a really interesting fight. Come in with at some Flames and Bomb Ices prepared. You want to take along high-RES characters, along with Vayne and Flay. The Glass Dragon begins with a high defense against magic and a vulnerability to Fire. Use a Flame on him and he goes berserk. Use an Ice Bomb on him then and he becomes "brittle," shattering his defense. He becomes very vulnerable to Physical attacks then, which Vayne and Flay can then dish out to drive him into Burst Mode and whittle his HP down quickly. Your reward for victory is the Azoth Z recipe.

> The Legendary Boss <

Job 057

Type: Help Me
Client: Arsha
Reward: 4590 Cole

Appears: Chapter 9
Time Limit: Chapter 9 Week 4

Bounty Head Info: The worst delinquent is back as a ghost in search of a good fight at the Old Schoolhouse – Closed Area. Up for a challenge? Report to Student Affairs.

Strategy: The Rowdy Leader is difficult. He is very resistant to Physical attacks, so you want to face him with a team of attackers with magic-based skills, or elemental Common Skills and Flay's Raiden Charge. He also summons Kiln People who can heal him. Once you have a team that can damage him (Pamela, Roxis, and Raiden Charged Flay are quite good at this), then it's just a matter of quickly running up the Burst gauge so you can use your really high SP-cost skills and get the most out of them. Your reward for victory is the Carabine Harp recipe.

> A Dangerous Treasure <

Job 058

Type: Help Me
Client: Arsha
Reward: 2680 Cole

Appears: Chapter 7
Time Limit: Chapter 7 Week 4

A dangerous chest was discovered at Mana Ruins – Interior Heights. It swallows people whole. Please get rid of it. Report back to Student Affairs.

Strategy: The Treasure King is vulnerable to Lightning, so bring a stack of Lightning Rods in and have some wacky fun driving up the Burst meter and trying to hit him with Finishing Bursts. Even pulling this off once effectively halves the time it takes to win the fight. Otherwise, while he can do some serious damage with attacks that deal around 100 HP damage to all characters, you really need to be ready to deal with the status effects he dishes out. He especially likes Poison, Seal, and Curse, which are all crippling in a fight like this. Deck out your party with the appropriate Accessories to blunt this effectiveness of this. You get the Globe recipe as an additional reward for success.

> Ah Hah! The Puni Brothers <

Job 059

Type: Help Me
Client: Arsha
Reward: 2190 Cole

Appears: Chapter 6
Time Limit: Chapter 6 Week 5

The brothers are back! Go beat the best of the Puni. They're deep in the Resource Center if you want to take the chance. Report to Student Affairs.

Strategy: Oh, snap! It's the Puni Brothers! They're very vulnerable to Fire, so a single high-quality Flame in the right hands can send them right into Burst Mode. That said, Burst Finishers are kinda overkill for these guys. Focus on area damage instead, and use Support defensively to blunt their attacks. Your reward for victory is the Bonus Card recipe.

> Scary Fairy Trio <

Job 060

Type: Help Me
Client: Arsha
Reward: 2130 Cole

Appears: Chapter 5
Time Limit: Chapter 5 Week 4

Bounty Head Info: A trio of fairies are troubling the Mana Ruins – Outskirts. They've gone a little too far and need punishment. Make reports to Student Affairs.

Strategy: Nothing really specific is called for. The three fairies don't have a lot of HP to speak of or strong defense. Watch out for Starshine, who can heal the others. Your reward for victory is the very useful Sledgehammer recipe.

> Beware of Gluttony <

Job 061

Type: Help Me
Client: Arsha
Reward: 1650 Cole

Appears: Chapter 4
Time Limit: Chapter 4 Week 4

Bounty Head Info: A gigantic pig at too much food in the Living Forest and might destroy the food chain. Please get rid of the poor thing. Report to Student Affairs.

Strategy: If you played *Atelier Iris*'s bonus dungeon, seeing the Giant Golden Pig may give you nightmares. He's not so bad here, though. Use Support Defense to blunt his attacks, and hammer at him with Ice elemental damage. He does have the Block ability, so don't rely on skills that draw damage from doing multiple hits. Your get the Panzer Cloak recipe as a reward.

> Settle the Crazed Beasts <

Job 062

Type: Help Me
Client: Arsha
Reward: 1040 Cole

Appears: Chapter 2
Time Limit: Chapter 2 Week 6

Gang Info: It seems the animals of the Living Forest are up to something. Suppress the gang of uncontrollable animals. Reports to the Student Affairs desk.

Strategy: The monster gang is waiting at the area that leads to the Mana Ruins (which are inaccessible when you take this job). You fight four waves enemies that are easy to handle if you approach the battle fresh. You fight a Tiger and two Bear Cubs, a Tiger and a Kobold, a Tiger and a Bear, and then a Bear and a Bear Cub. The Bear goes Berserk if you kill the Cub and begins to do more damage. That said, the Bear is easily handled with heavy damage from Skills, and is vulnerable to Fire.

> Crash the Puni Gathering <

Job 063

Type: Help Me
Client: Arsha
Reward: 1760 Cole

Appears: Chapter 3
Time Limit: Chapter 3 Week 4

Gang Info: A bunch of Punis are holding secret meetings at the Wind's Corridor – Mist. Purpose is unknown, but please stop them. Make reports to Student Affairs.

Strategy: Your mark is in the area just beyond the one where you fought the Silver Puni earlier. The battle calls for you to beat successive waves of one Puni and two Mini Punis, three Punis, three Red Punis, three more Red Punis, and then another three Red Punis. No, really, that's all! You should have no difficulty winning with just standard attacks and the odd Healing Echo, but you can use Vayne's Eluding Thorn to end things more quickly if you like. The successive waves of Red Punis do get stronger, but not enough to make a very big difference in how you fight them.

> Old Schoolhouse Rumble <

Job 064

Type: Help Me
Client: Arsha
Reward: 1940 Cole

Appears: Chapter 4
Time Limit: Chapter 4 Week 4

Gang Info: The delinquents planned a fight club at the Old Schoolhouse. We don't want injuries, so stop them. Use force if necessary. Report to Student Affairs.

Strategy: The delinquents are in the Second Floor area and easy to find. You start by fighting two Delinquent Guys and a Girl. They're followed by two Berserk Guys and a Girl, then two Visionists and a Warlock. The next wave is two Warlocks and two Delinquent Girls. The bosses are a Berserk Guy and Berserk Girl. These aren't particularly dangerous enemies, so you should mop them up easily.

> Guardians of the Ruins <

Job 065

Type: Help Me
Client: Arsha
Reward: 3220 Cole

Appears: Chapter 5
Time Limit: Chapter 5 Week 4

Gang Info: The guardian statues in the Mana Ruins – Outskirts are blocking the entrance to the ruins. Get them out. Make reports to Student Affairs.

Strategy: The difficulty here is, due to the size of the Mana Ruins maps, you are probably going to end up fighting this gang at night. Be sure to use the Delinquents rumor to blunt its power a little. The first wave is a Stone Beast and a Stone Soldier. Then you have to fight a Steelarmor Beast and a Steelarmor Soldier. Next is a Steelarmor Demon. The Demon is the only really dangerous enemy of the group, since he starts by Cursing your party and can do around 80 HP damage per blow. The best way to fight him is to use supports and high speed to keep him from getting turns. You can also get good mileage out of Break status here, too, so don't make sure you accidentally undo it with a Support Attack!

> Aftermath of Necromancy <

Job 066

Type: Help Me
Client: Arsha
Reward: 3300 Cole

Appears: Chapter 6
Time Limit: Chapter 6 Week 5

Some girls played with witchcraft and brought down a lot of ghosts in the Resource Center. Someone please take care of it. Report to Student Affairs.

Strategy: This is a consecutive battle where area-damage Skills and Supports are going to be your friends. The first wave is three Zombie Punis and two Gespensts. Next, a Floater, a Dieg Spirit, and a Zombie Puni. After that, a Bone Dragon and two Shades. Finally, two Invisibles and a Necromancer. Only the Necromancer is really dangerous, as her Heaven's Gate attack can really pile on damage. Fortunately, by the time she shows up, your Burst Meter should've filled and can easily do enough damage to beat her before she attacks.

> Angel's Circle <

Job 067

Type: Help Me
Client: Arsha
Reward: 3840 Cole

Appears: Chapter 7
Time Limit: Chapter 7 Week 4

Gang Info: Fallen angels are being summoned from a magic circle that appeared at the Heights. Please close it before it's too late. Report to Student Affairs.

Strategy: This is a battle against consecutive waves of Powers and other angel-type enemies, which means you're in for a rough time. You need an all-out offensive aimed at filling up the Burst Meter quickly if you want to take them out without getting rapidly worn down by the damage these tough enemies can dish out. The first wave you face is a Power and a Marquis, then an Arks and an Elder. The bosses are an Ancients and an Old Zero, a very deadly pair.

You can just mangle the first two waves of enemies, but for the third, have a large stack of Thunder and Lightning Rods prepared. The Ancients is weak to Thunder, so focus on hitting her with the items to drive up the Burst gauge. Then, while in Burst Mode, use Skills and Finishers to whittle down the Old Zero's 5000+ pool of hit points as quickly as possible. After that, try to take out the Ancients before she can get too many attacks in edgewise. These enemies can both do tremendous damage to your entire group at once, so take this part of the battle very seriously.

> The Dark Spirit <

Job 068

Type: Help Me
Client: Arsha
Reward: 3800 Cole

Appears: Chapter 8
Time Limit: Chapter 8 Week 4

Gang Info: Uncontrolled Mana are gathering at the Wind's Corridor – Abyss. Suppress them all when you get a chance. Report any info to the Student Affairs desk.

Strategy: You start fighting two Leaf Sprites and a Crag Mana. Then, two Dryads and a Frost Mana. Then, two Sword Sprites and a Blaze Mana. Then, a Halo Mana, a Frost Mana, and a Blaze Mana. Finally, a Frost Mana, a Blade Mana, and a Blaze Sprite. Obviously, manipulating weaknesses to Ice and Fire are very important in this battle to driving up the Burst Gauge, so you can use finishers to take out the high-HP Blaze Mana. The Halo Mana is weak to Physical attacks, so make sure you have some combination of Vayne, Flay, and Anna in the party. Conserve your Support Row for defending against the Frost and Blaze mana's powerful attacks.

> Stop the Dragon Army <

Job 069

Type: Help Me
Client: Arsha
Reward: 4980 Cole

Appears: Chapter 9
Time Limit: Chapter 9 Week 4

Gang Info: The dragons of the Dragon's Grave - Bone Grove have caused a revolt. Suppress the riot before it endangers the school. Report to Student Affairs.

Strategy: You start off fighting a Mini Drake, Flare Drake, and Twinhead. Next up, face off against a Scar Child, Scar Breath, and a Drake; a Buzzard Wyrm; a Fran Pfeil; and finally, a Muterion and a Feartail. If your party is well-leveled and you've unlocked your D-Supports for everyone, this battle should be really simple and a good way to rack up AP. Just support through attacks and hammer the Dragons with Skills until SP runs out, then switch off.

> Rebellion of the Tinies <

Job 070

Type: Help Me
Client: Arsha
Reward: 4950 Cole

Appears: Chapter 10
Time Limit: Chapter 10 Week 5

Gang Info: Two small tribes are fighting for supremacy at the Millennium Tree. Stop them before the damage comes to us. Make all reports to Student Affairs.

Strategy: You begin by fighting a Kobold Fighter, a Kobold Mage, and a Kamikaze Doll. Next, you'll face a Brownie, Kobold Priest, and Birdhorse Rider; a Kobold Elite, Kobold Guard, and Kamikaze Doll G; a Brownie, 1-inch Brownie, and Kobold Sergeant; and finally, another 1-inch Brownie, a Kobold Kunoichi, and a Kobold Ninja. The actual difficulty in this battle is pretty negligible, so sit back and have fun with it. Bring Jess along and Funny Pouch as many of the monsters as you can, as many of the stronger ones have interesting drops… especially the Kobold Ninja.

> Messenger from the Abyss <

Job 071

Type: Help Me
Client: Arsha
Reward: 8580 Cole

Appears: Chapter 11
Time Limit: Chapter 11 Week 4

Gang Info: Strong monsters were created in an alchemy test in the Old Schoolhouse – Closed Area. Defeat those monsters please! Report to Student Affairs.

Strategy: First you face the Moon Flower and Giant Puni. Then a Hellion, Orb, and Kobold Ninja will attack, followed by an Evil Gaze, Dragonewt, and Stone Puppet. Note that the Stone Puppet can summon Golden Pigs to assist him. Finally, you battle a Mistress and a Nightwalker. None of these enemies are terribly challenging, so sit back and have fun fighting them. Equipment with the Fatal Blow trait can be a lot of fun in this fight.

> The Rumored Blowfish <

Job 072

Type: Bring Me
Client: Kourel
Reward: 1000 Cole

Appears: Chapter 2
Time Limit: Chapter 2 Week 6

The cats' favorite Tiger Blowfish. I want to try it too! Can someone catch 'em for me? I'll be waiting in front of the bulletin board at the Student Affairs office. Thanks in advance!

Strategy: You can catch Tiger Blowfish at the area where you take the initial Course that introduces fishing at the Heights. Go there and fish until your time in the dungeon runs out, and you should catch at least two Tiger Blowfish.

> Lando, to Cafeteria <

Job 073

Type: Bring Me
Client: Michiyo
Reward: 1130 Cole

Appears: Chapter 3
Time Limit: Chapter 3 Week 4

We're running out of Lando for the lunch dessert. I don't care who, just bring some to the Cafeteria, quick. I'll reward you for your work.

Strategy: You should have plenty of Lando on hand, but if you don't, you should be able to find tons at the Heights. Then just go to the Cafeteria and collect your reward.

> Gardening Love <

Job 074

Type: Bring Me
Client: Max
Reward: 1760 Cole

Appears: Chapter 4
Time Limit: Chapter 4 Week 4

I need Black Dirt for horticulture club but graduation's coming up and I don't have time. Can someone bring some to me? You will be rewarded. I'll be waiting at Classroom C-1.

Strategy: You can dig up Black Dirt in the same area of the Mana Ruins where you can dig up Radishes. If you don't have enough Black Dirt for Max, go dig up more.

> Loving the Trend <

Job 075

Type: Bring Me
Client: Silika
Reward: 2200 Cole

Appears: Chapter 5
Time Limit: Chapter 5 Week 4

The current trend is crystals!! And I want Chrome Crystals for fashion. I'm at the Girls' Dormitory, so bring me some, please. Girls are welcome. Guys, don't come!

Strategy: You need two Chrome Crystals, which are easily mined at the Dragon's Grave.

> New Menu, Life at Risk <

Job 076

Type: Bring Me
Client: Elze
Reward: 2880 Cole

Appears: Chapter 6
Time Limit: Chapter 6 Week 5

We always think of the students' health here. But we don't have enough ingredients for the item. If you could share your Medicinal Radish, please come immediately to the Cafeteria!

Strategy: You can dig up Medicinal Radish in the Bone Grove area of the Dragon's Grave. Elze wants two.

> A Secret Trade <

Job 077

Type: Bring Me
Client: Blossom
Reward: 4460 Cole

Appears: Chapter 7
Time Limit: Chapter 7 Week 4

Please get me Tercia Pollen. You will be generously rewarded. … Do not ask why, do not talk about it, priority to those who can keep secrets. Deal held at the Campus Grounds vendor shop.

Strategy: You can gather Tercia Pollen at the Wind's Corridor – Abyss area. Blossom wants two.

> A Man's Treat <

Job 078

Type: Bring Me
Client: Victor
Reward: 3450 Cole

Appears: Chapter 8
Time Limit: Chapter 8 Week 4

A man's fish, it's gotta be Chinook. But ya can't get any at the Cafeteria, which blows. I'll be waiting in the Dungeons. If you can't bring me any, I'll stick you in the prisons, too.

Strategy: You can fish Chinook at the fishing spot in the Bone Grove. Catching one should be simple.

> Wanted! Science Items! <

Job 079

Type: Bring Me
Client: Gernoth
Reward: 5160 Cole

Appears: Chapter 9
Time Limit: Chapter 9 Week 4

Wanted. Raw Komet Ore for research resource. Directly give requested items to Gernoth at Resource Center desk. Thanks.

Strategy: Raw Komet Ore is plentiful at the mining points in the Old Schoolhouse – Closed Area. Go get some.

> Help with an Assignment <

Job 080

Type: Bring Me
Client: Jasmine
Reward: 4460 Cole

Appears: Chapter 10
Time Limit: Chapter 10 Week 5

My assignment calls for a Kitty Nip. But I'm too lazy to go get it! Can you secretly get it for me? I don't want to get caught, so I'll be waiting at the corner of the Classroom Hallway.

Strategy: You can get plenty of Kitty Nip at the mushroom gathering point at God's Scar.

> A King for My Hometown <

Job 081

Type: Bring Me
Client: Ronnie
Reward: 6680 Cole

Appears: Chapter 11
Time Limit: Chapter 11 Week 4

I get to graduate soon and I want to repay my parents back home for putting up with me. So I'll send them a King Tuna. Bring it to the Guys' Dormitory. You will be rewarded… hehehehe.

Strategy: You can fish for King Tuna at the Dragon's Grave – Cave of Origin or Mana Ruins – Bottom Center.

> The Missing Mineral <

Job 082

Type: Bring Me
Client: Patrick
Reward: 1500 Cole

Appears: Chapter 3
Time Limit: Chapter 3 Week 4

Ahh, I'm so thirsty. I don't care who, but can someone make me 120% Fruit and bring it to me? … I'm not trying to use you, don't worry. I'll be waiting in Classroom C-1, thanks.

Strategy: If you don't have it yet, go buy the 120% Fruit recipe from the Cafeteria. Classroom C-1 is up the hallway from Vayne's Classroom. Note that Patrick won't accept the item if the quality is too low. Getting rid of the "Sour" trait usually does the trick.

> Itchy Scratchy Fleas <

Job 083

Type: Bring Me
Client: Pheyna
Reward: 1710 Cole

Appears: Chapter 3
Time Limit: Chapter 3 Week 4

The cat next to me has fleas and I want to do something about it. So can someone bring a Flea Necklace to me? I'm on the Campus Grounds.

Strategy: You should have the Flea Necklace recipe by now; you can buy it from one of the shops. Go make a spare if you need to. Phenya should be standing by a bench at the right of the area you enter the Campus Grounds from.

> Infirmary Emergency <

Job 084

Type: Bring Me
Client: Melanie
Reward: 1940 Cole

Appears: Chapter 4
Time Limit: Chapter 4 Week 4

There's been so many injuries lately and I'm running out of medicine. Especially Cure Jars. It's a bit of a concern, so if you have any, please bring some to the infirmary.

Strategy: You should have plenty of Cure Jars on hand. If not, it should be easy to make more.

> Where's the Equipment? <

Job 085

Type: Bring Me
Client: Melissa
Reward: 1910 Cole

Appears: Chapter 4
Time Limit: Chapter 4 Week 4

I'm looking for tools that might help me with climate studies. I found that the Galilean Scope could be useful, so can someone get me one? I'll be waiting at the Resource Center desk.

Strategy: You should be able to make this now, but may lack Carbon Boulder. You can mine this from the Mana Ruins, or go to the shop hidden in the Resource Center and buy as much as you like. Weirdly, it takes two to finish this Job.

> Explosives of Revenge <

Job 086

Type: Bring Me
Client: Kotetsu
Reward: 2220 Cole

Appears: Chapter 5
Time Limit: Chapter 5 Week 4

Looking for an ingredient for bombs, the Plosion. If you got one, stop complaining and bring it to me at the Incinerator. I'll reward you for it.

Strategy: You got the Plosion recipe for completing Job 044, The Dark Sword, and should be able to synthesize it by now. Kotetsu wants four, so be ready to mass produce your recipe. Remember that the Incinerator is adjacent to the Campus Grounds.

> In Need of Rhythm <

Job 087

Type: Bring Me
Client: Yuki
Reward: 2750 Cole

Appears: Chapter 5
Time Limit: Chapter 5 Week 4

We're looking for someone who can make us a metronome at the music club. If you make one, please deliver it to the Music Room. It will be much appreciated.

Strategy: You actually need to give Yuki two Metronomes, so get ready to mass-produce your recipe.

> Waiting for Supplies <

Job 088

Type: Bring Me
Client: Arsha
Reward: 2380 Cole

Appears: Chapter 6
Time Limit: Chapter 6 Week 5

We've run out of paper used to create the important files. Until we get new supplies, we're accepting your Holy Crest Paper. Please turn them in to the Student Affairs desk.

Strategy: You can purchase this at the shop that's hidden in the Resource Center dungeon. Note that Arsha wants three, so you're going to lose about 620 Cole on this job!

> Pudding for Me <

Job 089

Type: Bring Me
Client: Fritz
Reward: 2390 Cole

Appears: Chapter 6
Time Limit: Chapter 6 Week 5

It's the season. My body is wanting Unipuni Pudding. … I don't care who. Someone, anyone, fill this craving! Come to the Cafeteria immediately and satisfy me, please.

Strategy: This calls for making two Unipuni Pudding, which can be a little tricky. The recipe calls for a lot of ingredients that come from Jess's Funny Pouch. Still, you should be able to make two for Fritz.

> A Crack in My Glasses <

Job 090

Type: Bring Me
Client: Dior
Reward: 2160 Cole

Appears: Chapter 7
Time Limit: Chapter 7 Week 4

The older I get, the worse my eyes become. See, I had these glasses… (skipped for irrelevance)… Bring me a pair of those Glasses of Death. I'll be waiting in my own Faculty Room.

Strategy: You should have found the Glasses of Death recipe long before this Job appears, and the ingredients to make it. Take Dior one and collect your reward.

> The Magic Stone of Hope <

Job 091

Type: Bring Me
Client: Melina
Reward: 2680 Cole

Appears: Chapter 7
Time Limit: Chapter 7 Week 4

Finally, I have enough money! After all that work to earn this much. I can pay to get a Stone of Alectoria! I'll be waiting at the Student Affairs office. Someone, please come to me!

Strategy: You should have collected this recipe from the Wind's Corridor – Abyss area earlier, and should long since have found the recipes to make it. Manufacture one and take it to Melina to collect your reward.

> Allure of the Spheres <

Job 092

Type: Bring Me
Client: Oratorio
Reward: 3220 Cole

Appears: Chapter 8
Time Limit: Chapter 8 Week 4

The Globe! The supreme toy that spins for eternity. If you can make me the ultimate Globe, bring the wondrous item to the Classroom, please.

Strategy: You've had the Globe recipe for a while now. Just make a couple and haul 'em over.

> Everyone Has One? <

Job 093

Type: Bring Me
Client: Edette
Reward: 3110 Cole

Appears: Chapter 8
Time Limit: Chapter 8 Week 4

I don't care who, someone get me a Brilliant Stone! Everyone has one except for me. Isn't that horrible! I just really want one, so bring it to the Campus Grounds ASAP, please!

Strategy: You should've had the Brilliant Stone recipe for a while. Make three and haul them over to Edette.

> Glimmer Shimmer Powder <

Job 094

Type: Bring Me
Client: Millie
Reward: 3720 Cole

Appears: Chapter 9
Time Limit: Chapter 9 Week 4

Um… there's something I really, really want. It's called Shiny Powder. … Please don't ask what it's for! If you bring it to the Girls' Dormitory, I will have a reward for you.

Strategy: This is a recipe you should've had for a while now. Make four and take 'em over.

> Hand of Laziness <

Job 095

Type: Bring Me
Client: Pal
Reward: 4650 Cole

Appears: Chapter 9
Time Limit: Chapter 9 Week 4

The Philosopher's Hand I've been using for a long time, broke. I need a replacement. Without it, my work just isn't finished… Please bring one to the Resource Center desk soon.

Strategy: This is another recipe you should've had awhile before you get the request. Making two should be simple.

> To Conquer the Heart <

Job 096

Type: Bring Me
Client: Kuropok
Reward: 5570 Cole

Appears: Chapter 10
Time Limit: Chapter 10 Week 5

It's seriously, so hot. The sun is getting closer to us, did you know? It's a 100% sure rumor. So bring a nice, cold, Coolster to me at the Cafeteria, you know, the Gossip Shop.

Strategy: You should've gotten a Coolster among your latest batch of recipes. Once it's made, haul it over to Kuropok.

> My Shoe String Broke <

Job 097

Type: Bring Me
Client: Yamatan
Reward: 5360 Cole

Appears: Chapter 10
Time Limit: Chapter 10 Week 5

I'm looking for good shoe laces for my running shoes. I prefer something durable, a Clear Fiber would do. I'm practicing at the Campus Grounds, so can you bring it to me?

Strategy: This should be another simple one, with a recipe you found recently.

> Life's Proposition <

Job 098

Type: Bring Me
Client: Carolina
Reward: 6430 Cole

Appears: Chapter 11
Time Limit: Chapter 11 Week 4

The ultimate snack, the Sweetsland. 10 years I've waited for someone to make one… If not this year, I give up. Please, grant an old woman her wish! I'm waiting at the Cafeteria!

Strategy: The Sweetsland recipe is the reward for finishing Job 055.

> Bomb and Me <

Job 099

Type: Bring Me
Client: Hagel
Reward: 8020 Cole

Appears: Chapter 11
Time Limit: Chapter 11 Week 4

I heard there's this cool bomb that uses an Uni. I really wanna get my hands on some. It's called the Uni God or something. If you got any, bring 'em to me at the Student Store, yeah?

Strategy: You should have found this recipe recently. Make two and head over to Hagel (the bald guy who sells minerals in the Student Store).

> Mastery of Alchemy <

Job 100

Type: Bring Me
Client: Moritz
Reward: 28,760 Cole

Appears: Chapter 11
Time Limit: Chapter 11 Week 4

Graduating Seniors, listen up. If you think you got skill, bring me a Gold Bullion. Then I'll acknowledge you as a pro. I'm in the Athanor Room, if you didn't know. Don't you forget this.

Strategy: The Gold Bullion recipe is in the shop in the Resource Center dungeon.

> Graduation Preparation <

Job 101

Type: Bring Me
Client: Lorr
Reward: 10,920 Cole

Appears: Chapter 11
Time Limit: Chapter 11 Week 4

There's not enough decorations for the graduation ceremony. It'll only be temporary but the Stellar Globe should do the job. If you can, make it and bring it to my Faculty Room, alright?

Strategy: You should have the Stellar Globe recipe by now.

> Rumors Guide <

Rumors have a twofold purpose in Mana Khemia. On one hand they act as an achievement system, taking note of various weird things you do and plot events you've seen. On the other they act as a power-up system, making it easier to achieve your goals by giving your entire party various stat bonuses.

Before you start working toward a new goal, check with Kuropok at the Cafeteria and buy whatever Rumor best suits your current mission. Exploiting Rumors makes your party much more powerful, and it's easy to afford it if you take a lot of Jobs.

Now you may be wondering which Rumors are worth going out of your way to unlock in your game. Generally speaking, you always want The Delinquents, Strongling Fetish, and Talented Genius. Synthesis Master is helpful to get before doing the Bonus Dungeon, so you can optimize equipment properly. Fortune Maker is useful on replays. While there are more potent Rumors than these, you tend to unlock them after they'd be especially useful.

A warning: many Rumors are unlocked by completing plot and Character Quest events, and those events are going to be listed as part of the unlock requirements. Don't read this section if you don't want to see spoilers.

The Hodge-Podge Team

Cost: 0
Requirement: None.
Effect: None.

The Possessed

Cost: 200
Requirement: Pamela joins your team.
Effect: Everyone's Defense and Resistance +5.

The Duke of Destruction
Cost: 200
Requirement: Win the Battle Arena.
Effect: Everyone's Attack +5.

The Son of an Alchemist
Cost: 200
Requirement: Find out Vayne's father is Theofratus.
Effect: Everyone's Magic +5.

Dragon Slayer
Cost: 500
Requirement: Defeat the Grandwing Drake.
Effect: Everyone's Attack + 10.

Those Weird Ones
Cost: 1000
Requirement: Muppy joins your group.
Effect: Everyone's defense and resistance +10.

Quiz King
Cost: 500
Requirement: Win the trivia contest.
Effect: Everyone's Resistance +12.

The Mana Beaters
Cost: 500
Requirement: Defeat the Mana in the Mana Ruins.
Effect: Everyone's Magic +10.

The Dangerous Ones
Cost: 1000
Requirement: Defeat Isolde.
Effect: All Stats +3.

Upcoming Idol
Cost: 500
Requirement: Find out Nikki's song is attracting all the guys.
Effect: 10% off of Street Vendor prices.

> Rumors Guide (cont.) <

Millionaire Idol
Cost: 2000
Requirement: Nikki releases a new song, restoring her popularity.
Effect: 30% off of Street Vendor prices.

Defender of Justice
Cost: 1000
Requirement: Find out Flay is the Defender of Justice.
Effect: 20% off prices at Street Vendors.

Legacy of Justice
Cost: 1000
Requirement: Vayne takes over as Defender of Justice.
Effect: Everyone's Attack +10 and Speed +5.

The Hostage Takers
Cost: 500
Requirement: Solve Muppy's hostage situation.
Effect: Everyone's Attack and Magic +5.

The School Messiah
Cost: 2000
Requirement: Save the school from Muppy's little brother.
Effect: Everyone's Attack and Magic +10.

The Mappeteers
Cost: 500
Requirement: Have more than 60% of the map complete.
Effect: Everyone's Resistance +8.

The Gofers
Cost: 500
Requirement: Complete more than 10 Jobs.
Effect: Earn 10% more rewards upon finishing a Job.

Big Boss Workerman

Cost: 1000
Requirement: Complete more than 25 Jobs.
Effect: Gain more rewards upon finishing a job.

The Helper Squad

Cost: 2000 Cole
Requirement: Complete more than 40 Jobs.
Effect: Gain a lot more rewards upon finishing a Job.

The Buddy Team

Cost: 500
Requirement: Everyone's friendliness averages more than 25.
Effect: Variable Strikes gain 25% more effectiveness.

Bonded Team

Cost: 2000 Cole
Requirement: Everyone's friendliness averages more than 50.
Effect: Variable Strikes gain 50% more effectiveness.

Soon to Flunk

Cost: 200
Requirement: Take 3 extra courses.
Effect: Grading criteria of certain assignments are lowered.

The Well-Off

Cost: 1000
Requirement: Earn more than 30,000 Cole.
Effect: 20% off Student Store, Leyfa's Items.

Fortune Makers

Cost: 2000
Requirement: Have more than 100,000 Cole.
Effect: 20% off all shops.

Professor

Cost: 2000
Requirement: Gather almost all items.
Effect: Items used in battle become 30% more effective.

Walking Library
Cost: 500
Requirement: Had more than half the items in the game.
Effect: Items used in battle become 15% more effective.

Synthesis Master
Cost: 2000
Requirement: Gain almost all recipes.
Effect: Range of Ether Level change becomes greater.

Fighter
Cost: 1000
Requirement: Fought more than 200 battles.
Effect: Everyone's Attack +15.

Chicken
Cost: 200
Requirement: Run Away from battle more than 20 times.
Effect: Everyone's Speed +5.

The Jumpy Ones
Cost: 200 Cole
Requirement: Jump more than 200 times.
Effect: +30 HP for all party members.

Talented Genius
Cost: 2000
Requirement: Gain 10 A's in courses.
Effect: Consumed SP -10%

The Uber Nerds
Cost: 1000 Cole
Requirement: Gain 4 A's in a row.
Effect: +15 SP for all party members.

Plain Normal
Cost: 500
Requirement: Gain 3 B's in a row.
Effect: Everyone's SP +10.

Failures
Cost: 200
Requirement: Gain 3 C's in a row.
Effect: Everyone's SP +5.

Tough Guys
Cost: 200
Requirement: Been knocked unconscious 20 or more times.
Effect: Everyone's Defense +5.

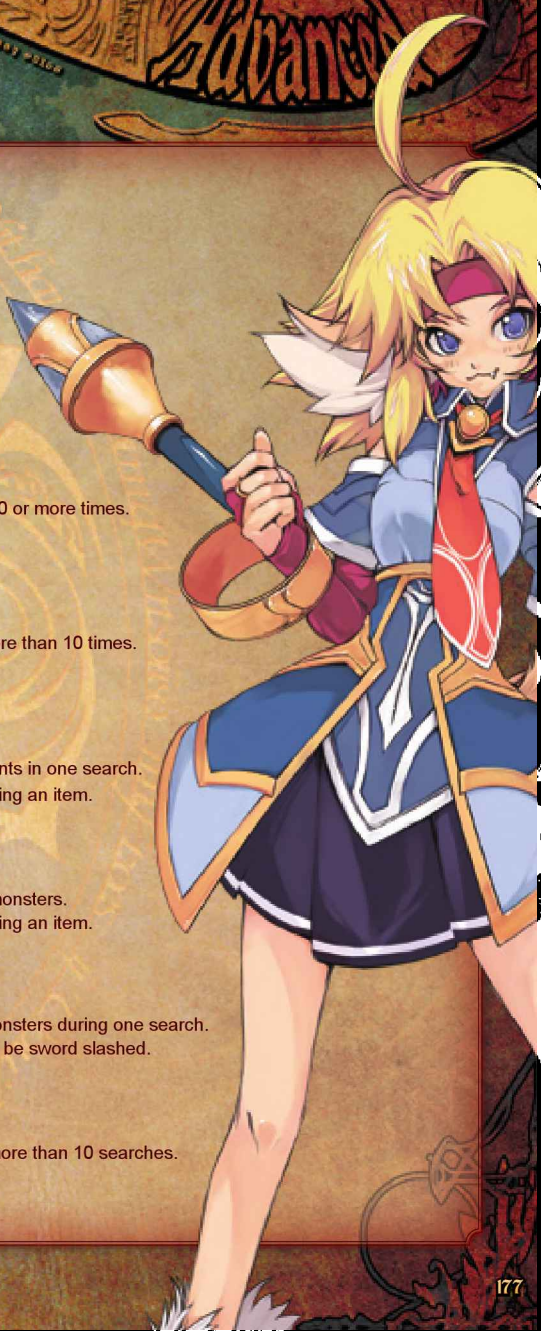
The Immortal
Cost: 500
Requirement: The entire party wiped out more than 10 times.
Effect: Everyone's Defense +10.

Greedy Needy
Cost: 500
Requirement: Gather more than 40 ingredients in one search.
Effect: 15% more chance of monsters dropping an item.

Strongling Fetish
Cost: 1000 Cole
Requirement: Defeat more than 20 strong monsters.
Effect: 30% more chance of monsters dropping an item.

Bully
Cost: 500 Cole
Requirement: Sword slash more than 20 monsters during one search.
Effect: There will be more monsters that can be sword slashed.

Pacifists
Cost: 500 Cole
Requirement: Didn't fight any enemies for more than 10 searches.
Effect: Everyone's Speed +8.



> Rumors Guide (cont.) <

Absolute Memory
Cost: 1000
Requirement: Didn't look at the map for more than 10 searches.
Effect: Everyone's Speed +10.

OCD
Cost: 200 Cole
Requirement: Ended search with everyone's HP at Max more than 10 times.
Effect: Everyone's Resistance +10

Burster
Cost: 1000
Requirement: Number of Bursts totals more than 20 times.
Effect: The Burst gauge starts slightly at an advantage.

Finisher
Cost: 2000
Requirement: Number of Finishing Bursts totals more than 20 times.
Effect: Gain extra on the gauge upon entering a Finishing Burst.

Wild Child
Cost: 200
Requirement: Total searching time exceeds 100 (in-game) hours.
Effect: AP Gain + 2

Delinquent
Cost: 1000
Requirement: Walk around at night more than 10 times.
Effect: Slightly lessens monster strength at night.

Window Lady
Cost: 500
Requirement: Leave the shop without buying more than 20 times.
Effect: 10% off at shops.

Fearless!
Cost: 2000
Requirement: Have more than 15,000 AP.
Effect: All stats +5.

Skill Maniac
Cost: 1000
Requirement: Know more than 20 Common Skills.
Effect: Everyone's Magic +15

Legendary Team
Cost: 3000
Requirement: Defeat enemy at end of Old Schoolhouse – Closed Area.
Effect: All stats +20.

God's Team
Cost: 4000
Requirement: Fill up entire Encyclopedia.
Effect: All stats +30.

Quester
Cost: 2000
Requirement: Defeat the first boss of Old Schoolhouse – Closed Area.
Effect: Everyone's Resistance +20.

> Bonus Dungeon <

The Bonus Dungeon is an exercise in advanced combat by *Mana Khemia*'s rules. If you think this means "run in with optimized equipment and beat on meaty enemies," you're pretty wrong. The tactics that determine success and failure in the Bonus Dungeon are utterly unlike those that operate in the rest of the game. It is so utterly unlike the core game that, to be honest, you may not want to try this unless you really want a full Encyclopedia, or have a massive masochistic streak. Buahah.

For those of you who want to continue on: the Bonus Dungeon opens up to you when you start a game from Clear Save Data. Technically it's there from the beginning of a game, but on a second cycle you have to unlock areas all over again despite getting to keep the map data. The earliest you'll be heading into the area is when you unlock the Old Schoolhouse – Closed Area in Chapter 8, and frankly, that's too soon. Its entrance is the door in the farthest reaches of the area that simply will not open if you go there on a first cycle. If you go there on a second cycle, it opens, and a teleporter that lets you shortcut right to the entrance spawns at the entrance of the Closed Area.

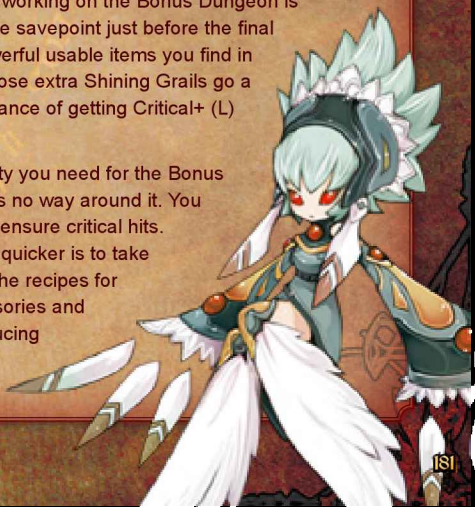
The Bonus Dungeon is pretty serious business as far as *Mana Khemia* combat goes. You shouldn't be sending characters into it unless they're optimized, but... well, "optimized" for the Bonus Dungeon is slightly different than it is for the outside world. Monsters inside the Bonus Dungeon are ridiculously resistant to standard attacks. Only critical hits and fixed-damage attacks consistently do more than 1 point of damage per hit. For the Bonus Dungeon versions of the game's "standard" enemies, this means using skills like Half, Death Sphere, and Heaven's Gate to do rapid damage; it also means getting Critical+ (L) onto all of your characters is absolutely essential.

If you check the Beastiary, you'll see that there are a set of monsters exclusive to the Bonus Dungeon aside from the the five bosses (Darlvero, Darkyula, Darcrowley, Pain, and Darkash). All of these exclusive monsters are immune to the fixed damage Skills that draw on SP and some are immune to Poison, so you don't get any shortcuts with them. You have to work through their HP with critical hits and Items (specifically, Globes and Stellar Globes). You'll have to use the same tactics when you fight the five Bonus Dungeon bosses, and progress is likely to be slow. Aside from the fixed damage items mentioned above, you want a lot of Super Nectars and Shining Grails to resurrect fallen characters in a jiffy.

Lesser healing items aren't really worth your time for a few reasons, primarily due to the sheer damage the Bonus Dungeon monsters inflict, and the best way to survive it. Even the non-bosses can do far more damage than any character could survive at once, but that doesn't matter provided you keep characters ready to defend in your Support Row. Any character who is Support Defending for another character cannot be killed, regarding of how much damage they are taking. The Guts property is going to kick in to keep them on their feet, even if with only 1 HP. Trying to heal characters back up with anything but Jess's Healing Echo Ω or Elixirs is a waste of time. Rely on your Support Defenders to keep characters alive at 1 HP, which is all the HP you need to do damage. You're only in danger if a character does a group damage attack and Muppy isn't in the Support Row to protect the party.

You also want to make sure all of your characters have 100% Grow Book stats and are equipped with all of the game's ultimate armors, weapons, and accessories (specifically, the Aroma Material). This means the best time to start working on the Bonus Dungeon is after exploring the Heart's Prison dungeon up to the savepoint just before the final battle. This lets you haul all of the ridiculously powerful usable items you find in the Heart's Prison chests into combat with you. Those extra Shining Grails go a long way, and the extra gear gives you the best chance of getting Critical+ (L) onto essential character equipment.

Making potent items and Accessories in the quantity you need for the Bonus Dungeon can be a giant pain in the butt, but there's no way around it. You need tons of ways to deal fixed damage and try to ensure critical hits. One of the best ways to make this task easier and quicker is to take advantage of the Task Schedule. As you open up the recipes for ingredients you need to make your ultimate accessories and other good items, assign characters to mass-producing them via the Task Schedule.



Everything is much easier if you've had characters manufacturing giant piles of Angel Wings, Winged Boots, Brilliant Stones, Pentagles, Altena Ingots, and White Steel for at least a few chapters before you begin synthesizing your party's endgame kits. You can also get a jump on mass-producing the Uni Bombs and Globes you'll want. By the time you can get Rainbow Feathers for your Archangel Wings or the Aroma Material recipe, you're in Chapter 12 and can no longer use Task Schedule synthesis as a shortcut. You will eventually run out of your stack of items and start having to synth the hard way, but using Task Schedule properly can save you about a dozen hours in the long run.

Still, a second cycle intended for a Bonus Dungeon run is going to take a bit more time than one that's just trying to zero in on a character ending. Since you lose all of your items at the end of a game, you have to go about the business of finding your recipes again if you want to make anything. You also have to make them to exacting specifications if you want to make sure everyone gets Death Sphere, Venom, SPD+ (L), Critical+ (L), and other essential properties onto their equipment. The interconnected nature of item synthesis in *Mana Khemia* means you basically end up having to find every recipe in the game again. Be meticulous about finding recipes and synthesizing them as soon as you find them.

You want to create gear for all eight of your party members, even though two will be busted back to Wait status most of the time. You are probably going to end up shuffling your party around depending on who you're trying to fight, and to take advantage of character-specific skills and whatever equipment and Cores you're finding. How easily you can get through those battles is another story completely. Some characters are definitely better performers than others in the Bonus Dungeon, and a few are utterly indispensable. The section below discusses each character's performance and basic role in Bonus Dungeon fights.

> Who's Who in the Bonus Dungeon <

Vayne
The all-around best Bonus Dungeon character, in terms of dealing damage. Violent Pillar and Chaos Devotion have very high critical rates even before equipment kicks in, and you can constantly use Shade Shift to give him much-needed extra turns. Stacking Over Realm with Shade Shift is risky but occasionally can pay off big. He's also a strong Support Defender thanks to his ability to automatically Block all physical damage, which goes a long way against many of the Bonus Dungeon uniques.

Jess
She ends up being invaluable, largely because she's so good at healing between rounds and getting your party ready for their next challenge. If she's working on keeping the party's HP up with her turns, then someone who can't get protected against an enemy attack by Muppy stands a better chance of surviving the enemy assault. She probably won't be able to grind out a lot of damage for you, but she can toss around items easily and buff up the characters you are relying upon for damage.

Nikki
Chances are you kept Nikki benched through most of the end of your main game, as she really falls behind on damage output due to her Skill set. Get ready to put her back in your party for the Bonus Dungeon. Nikki's high innate ATK and SPD combine well with Heartful Action's generally high critical hit rate to produce a solid damage-dealer, and her ability to begin automatically regenerating hit points after a Support Defend becomes extremely useful over time.

Pamela
Her physical damage immunity is extremely useful in the Bonus Dungeon, since it means you can skip on Support Defending her against certain attacks. If she dies, she'll come back to life, which is also useful, and she has moves that let her innately Slow and Poison enemies. She's not very good at generating critical hits or healing, since Bonus Dungeon enemies take so little damage, but can still hold her own as a defensive and debuffing character. Just make sure she's paired up with strong attackers like Vayne in her party, or progress is going to be very slow.

Flay
He's still your best damage dealer, provided you have Critical+ in some form on his equipment. If not, then he needs to head to the bench. Without equipment boosts, he just doesn't crit very often, and that makes him a liability in this part of the game. Even once he starts doing proper critical hits, he's going to be less useful than he was during the rest of the game. The Raiden Charge + Screwdriver combo isn't as potent here, and Flay has little to offer besides that. If you can boost his ATK up absurdly high, though, he can do so much damage on his critical hits that it makes up for losing his other attacks.

Roxis

Purifying is essential for keeping your party from taking needless damage from Time Card attacks, and Retraction can be vital for giving characters turns more quickly. These are probably going to be the only moves of Roxis's that you use regularly, although if you get Critical+ (L) onto him out of the gate you might have good luck with his attacks. His Item Knowledge makes him a good candidate for tossing around Globes and Uni Bombs. His only real weakness in a Bonus Dungeon party is that his Support Defend ability really isn't very good, so there may be some fights where he can't contribute very much overall.

Anna

Anna's multi-hits and her ability to spam turns can be extremely useful in the Bonus Dungeon once you have some form of Critical+ on her equipment. Once she has that trait, you can expect lots of Critical hits that inflict full damage on your enemies, and lots of turns for throwing items around. Her low HP is less of a problem than usual thanks to the Bonus Dungeon's weird combat style, but her limited Skill selection can be a serious issue until she's got some equipment that helps her generate criticals.

Muppy

Taking Muppy out of a Bonus Dungeon party is a bad idea, since he's the only character that Support Defends to protect the entire party. Generally you want to get him back into your Support Row as soon as possible after bringing him out, since this ability is so singular and indispensable. You may be tempted to mess a lot with Change to make random encounters easier and Flying Pot to slow down bosses, but you really shouldn't (at least until you've started finding post-game equipment). Just let Muppy Support Defend, and then get him ready to Support Defend again. That's all he needs to do.

> Random Generation <

There are twenty-one exclusive equipment items and ten material items waiting for you in the Bonus Dungeon. The equipment items cannot be synthesized or found elsewhere, and they are extremely powerful. They also occur randomly in treasure chests, so you don't know when or if you will find them all.

The post-game equipment and particularly the Accessories are good, but the more plentiful material items you find in the Bonus Dungeon--the Cores-- let you synthesize any of the ultimate armor or weapon recipes into something nearly as good. The Cores are the only way in the game to obtain the ++ boosters for the various stats, including the supremely useful Critical++ and SPD++.

You can even stack useful skills like Quick and Blocking onto any character to enhance their performance, and get otherwise unobtainable abilities like Regeneration. Getting Cores is not difficult at all. The Bonus Dungeon begins with the ninth area of the Old Schoolhouse – Closed Area, which we'll call Lot 9, and ends fifty-one areas later, where you face the Bonus Dungeon's final boss in Lot 59. Cores begin spawning randomly in Lot 10, and you begin encountering the Chests that grant random selections of post-game equipment in Lot 17. Lot 17 is also the earliest point in the dungeon at which you can encounter any of the post-game boss battles, some of which occur randomly. You don't generally find Cores frequently, so if you get something really good you may want to leave immediately to save your progress.

You may notice that the entrance to the Bonus Dungeon uses the same "teleporter" structure that Heart's Prison did. In the case of the Bonus Dungeon, you can use teleporters to let you leap ahead to an area after you've "unlocked" it by defeating the boss associated with that area. Defeat Darlvero to get access to a teleporter that takes you to Lot 17, Darkyula to teleport to Lot 27, Darcrowley to teleport to Lot 36, and Pain to teleport to Lot 46. While it might sound good to beat an area boss before teleporting back, don't hesitate to jump back if you've found some good Cores and you're starting to struggle. Build up your store of items in the game, synthesize any Cores you've found into your equipment, and then dive back in. The extremely random nature of encounters means that luck plays a large role in how far any given Bonus Dungeon run gets, and you'll just have to be patient about beating bosses. There's no shame in hitting the reset button if you've been having lousy luck.

This is really all there is to the Bonus Dungeon. If you have the right equipment and items you will win, and if you don't, you will die. This mantra extends to the five area bosses as well as every other battle in this part of the game. Provided you aren't bleeding resources on random encounters, you should be able to handle the dungeon by simply chipping away at it as you work on improving your characters' equipment kits. Provided you are using items wisely and making sound tactical use of your characters, then munching through the meaty post-game bosses is entirely possible… although it may not seem that way at first, and your progress is going to be fairly slow.

Map
Switch
Closed Area
Underground of the Old Schoolhouse. It is like a maze, and it said that no one has ever reached the very end.
Gather Point
Target Location
To Lot 4
Lot 4
Lot 59

Remember that boss battles occur semi-randomly. Generally you will encounter them in the order presented in the section, but this isn't guaranteed. Pain and Darkash both spawn in fixed areas, Pain in Lot 48 and Darkash in Lot 59. The others can occur in a wider range of areas. Darlvero can appear between Lots 17 and 59, Darkyula between Lots 28 and 59, and Darcrowley between Lots 38 and 59. Just count upward as you pass into each individual map screen beginning with the entrance at Lot 9 to keep easy track of where you are.

Section 4
Data
(...or more info than you could ever cram.)

> Bestiary <

1. Name: The name of the monster in question.

2. Species: The monster's species type, if it has one. There are six "species" in Mana Khemia which are relevant to combat: Puni, Beast, Dragon, Demon, Undead, Spirit.

3. Traits: A list of the monster's major strengths and weaknesses. You should recognize the basic damage type icons from the Basics section (page 29 on). An icon that appears with with an x over it, like , indicates the monster is weak to element. The monster will take 125% damage from attacks of that type, and attacking with it caues the Burst Gauge to fill rapidly. An icon that appears with a single shield over it, like , indicates the monster resists that element. The monster will take only 70% damage from attack type, and attacking with causes the Burst Gauge to fill slowly. An icon that appears with two shields over, like , indicates the monster has a double resist to that element. The monster will take only 10% damage from attacks of that type, and attacking with it causes very little change to the Burst Gauge.

4. Protections: A list of the monster's debuff resistances, if it has any. Mana Khemia's five main debuffs are: Seal: Monster cannot use Skills. Curse: Monster cannot be healed. Sleep: Monster cannot take actions until effect wears off, or is attacked. Poison: Monster takes a percentage of total HP in damage every turn. Slow: Monster's wait time between actions is increased.

Note that all Bosses & Uniques are automatically protected against instant death powers like Fatal Blow and HP-reduction skills like Half and Heaven's Gate. All Bonus Dungeon-exclusive enemies also share this trait.

5. Stats: A list of the monster's basic stats. Bigger numbers = more deadlier. The six stats for Monsters in Mana Khemia are: HP: The monster's hit point total. ATK: The monster's basic attack strength. MGK: The monster's magic strength. DEF: The monster's defensive ability. RES: The monster's resistance to magic attacks. SPD: The monster's speed. AP: How much AP you earn for defeating the monster. C: How much Cole you earn for defeating the monster.

6. Territory: The primary area where you encounter this monster. Areas correspond to dungeons. Note that some monsters may only appear as a Strong encounter in a particular dungeon, denoted by the (Strong) descriptor. Otherwise the monster appears in Normal encounters in that area (and may also appear in Strong encounters as well). Note that some monsters do not appear in a dungeon until after a particular chapter, which is denoted in parentheses. For Bosses & Uniques, this column describes which Jobs, Quests, or Chapters during which the monster appears. This entry is omitted for the Bonus Dungeon monsters, which are self-evidently exclusive to the Bonus Dungeon.

7. Drop: The item the monster drops upon defeat, and the percentage chance of the drop occurring. For Bosses & Uniques who drop recipes, note that the recipe listed is what you're "supposed" to get. Your actual drop may vary depending on what recipes you may have already acquired (or missed) in your game. This column is omitted for Bonus Dungeon exclusives, which do not drop items.

8. Snack: What the monster turns into when Jessica uses her Funny Pouch skill on it. This column is omitted from the Bosses & Uniques and Bonus Dungeon sections, as none of the monsters described in these sections turn into Snacks when killed with Funny Pouch.

9. Heart: How many hearts the monster can be converted into by Nikki's appropriate Skills. If it cannot be converted, the entry is left blank.

10. Skills: Any Common Skills or special attack effects of note the monster possesses, such as Heaven's Gate or Blocking. Note that this section does not describe attacks that simply deal damage to the party.

Mini Puni

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
39	48	60	18	20	37	5	2

Protections	Sleep, Curse
Territory	Wind's Corridor (All)
Drop	[117] Puniball (25%)
Snack	[148] Puni Gummi
Heart	x
Skills	Summons Allies

Puni

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
64	72	90	24	27	39	12	14

Protections	Sleep, Curse
Territory	Wind's Corridor (All)
Drop	[117] Puniball (50%)
Snack	[148] Puni Gummi
Heart	x
Skills	x

Red Puni

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
138	120	150	37	42	49	18	13

Protections	Sleep, Curse
Territory	The Heights
Drop	[117] Puniball (33%)
Snack	[148] Puni Gummi
Heart	x
Skills	x

Healy Puni

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
205	140	210	41	46	45	35	48

Protections	Sleep, Curse
Territory	Resource Center, Mana Ruins - Interior Heights, Dragon's Grave - Bone Grove
Drop	[117] Puniball (50%)
Snack	[148] Puni Gummit
Heart	x
Skills	Healing

Zombie Puni

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
194	112	140	36	40	42	30	20

Protections	Poison, Sleep, Curse
Territory	Resource Center, Dragon's Grave - Bone Grove
Drop	[117] Puniball (33%)
Snack	[148] Puni Gummi
Heart	x
Skills	Counter, Poison

Sludge Puni

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
582	232	290	68	76	53	90	161

Protections	Poison, Sleep, Curse
Territory	Old Schoolhouse - Closed Area
Drop	[123] Monster Bone (33%)
Snack	[148] Puni Gummi
Heart	x
Skills	Counter, Poison

Gold Puni

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
487	250	312	67	83	101	70	44

Protections	Sleep, Curse
Territory	Mana Ruins - Interior Heights
Drop	[117] Puniball (75%)
Snack	[148] Puni Gummi
Heart	x
Skills	x

Dark Puni

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
905	260	325	73	82	55	100	29

Protections	Sleep, Curse
Territory	Old Schoolhouse - Closed Area
Drop	[117] Puniball (25%)
Snack	[153] 99% Chaos Choco
Heart	x
Skills	Poison

Giant Puni

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
4072	427	492	130	146	66	140	311

Protections	Sleep, Curse
Territory	Job 071, Heart's Prison
Drop	[117] Puniball (25%)
Snack	[153] 99% Chaos Choco
Heart	x
Skills	x

Kobold

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
137	117	91	32	24	65	15	22

Protections	x
Territory	Job 062, The Heights
Drop	[119] Tuft (33%)
Snack	[149] Puppy Paw Flan
Heart	x5
Skills	x

Kobold Mage

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
145	126	118	36	32	66	25	18

Protections	x
Territory	Job 070, The Heights
Drop	[119] Tuft (50%)
Snack	[149] Puppy Paw Flan
Heart	x6
Skills	Flame Gaze

Kobold Fighter

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
327	189	147	50	38	74	30	50

Protections	x
Territory	Job 070, The Millennium Tree
Drop	[119] Tuft (75%)
Snack	[149] Puppy Paw Flan
Heart	x10
Skills	x

Kobold Priest

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
327	189	177	50	45	74	30	60

Protections	x
Territory	Job 070, The Millennium Tree
Drop	[120] Knot (50%)
Snack	[149] Puppy Paw Flan
Heart	x12
Skills	Healing, Boost

Kobold Guard

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1078	297	231	75	56	87	70	81

Protections	x
Territory	Job 070, God's Scar
Drop	[120] Knot (75%)
Snack	[149] Puppy Paw Flan
Heart	x16
Skills	x

Kobold Sergeant

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2478	395	307	104	78	111	90	32

Protections	x
Territory	Job 070, God's Scar (Strong)
Drop	[121] Shiny Moustache (33%)
Snack	[149] Puppy Paw Flan
Heart	x20
Skills	Flare Rain

Kobold Elite

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1358	315	294	90	72	90	75	176

Protections	x
Territory	Job 070, God's Scar (Strong)
Drop	[121] Shiny Moustache (50%)
Snack	[153] 99% Chaos Choco
Heart	x24
Skills	Plasma Ray

Kobold Ninja

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
5385	449	349	133	100	156	150	21

Protections	Poison
Territory	Job 052, Job 070, Job 071, Resource Center - Unorganized Zone (Strong)
Drop	[121] Shiny Moustache (75%)
Snack	[153] 99% Chaos Choco
Heart	x26
Skills	Quick, Knockback

Kobold Kunoichi

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
5498	369	345	108	98	180	145	156

Protections	Poison
Territory	Job 052, Job 070, Resource Center - Unorganized Zone (Strong)
Drop	[121] Shiny Moustache (75%)
Snack	[154] Vanilla Syrup
Heart	x30
Skills	Hellwave, Vortex

Kobold Savior

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2842	342	266	94	71	96	70	154

Protections	x
Territory	God's Scar (Strong)
Drop	[121] Shiny Moustache (33%)
Snack	[149] Puppy Paw Flan
Heart	x30
Skills	Knockback

Lizard

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
472	252	105	69	28	47	30	61

Protections	Poison
Territory	Dragon's Grave - Bone Grove, Heaven's Road
Drop	[122] Beast Fang (33%)
Snack	[147] Monster Cookie
Heart	x
Skills	x

Lizard Warrior

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
624	288	120	76	32	49	40	47

Protections	Poison
Territory	Dragon's Grave - Bone Grove
Drop	[122] Beast Fang (33%)
Snack	[147] Monster Cookie
Heart	x
Skills	Poison

Lizard Shaman

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
560	276	138	73	36	49	55	46

Protections	Poison
Territory	Dragon's Grave - Bone Grove
Drop	[143] Soul of Darkness (33%)
Snack	[147] Monster Cookie
Heart	x
Skills	Flame Gaze, Healing, Curse

Lizard Lord

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1330	432	180	115	47	64	75	31

Protections	Poison
Territory	Dragon's Grave - Heaven's Road (Strong), Cave of Origin (Strong)
Drop	[070] Red Dirt (25%)
Snack	[152] Scale Chips
Heart	x
Skills	Haste, Stun

Lizard Wizard

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
500	288	132	76	38	49	50	30

Protections	Poison
Territory	Dragon's Grave - Heaven's Road, Cave of Origin (Strong)
Drop	[070] Red Dirt (25%)
Snack	[152] Scale Chips
Heart	x
Skills	Hellwave, Poison, Tempest

Dragonewt

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
8132	648	208	167	63	66	140	20

Protections	x
Territory	Job 071, Dragon's Grave - Cave of Origin (Strong)
Drop	[126] Dragon's Tongue (33%)
Snack	[152] Scale Chips
Heart	x
Skills	HP Regen

Bear

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
656	252	70	51	34	26	25	61

Protections	x
Territory	Job 062, The Living Forest (Strong)
Drop	[136] Wild Meat (50%)
Snack	[147] Monster Cookie
Heart	x8
Skills	ATK Up

Owlbear

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
692	346	72	43	35	26	30	13

Protections	x
Territory	Wind's Corridor (All) (Strong)
Drop	[136] Wild Meat (33%)
Snack	[147] Monster Cookie
Heart	x10
Skills	Counter, Knockback

Jagged Bear

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
3370	682	142	102	67	37	70	20

Protections	x
Territory	Wind's Corridor - Abyss (Strong) (Chapter 8)
Drop	[136] Wild Meat (25%)
Snack	[149] Puppy Paw Flan
Heart	x20
Skills	RES Down, Knockback

Nightwalker

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
6080	486	162	132	86	30	130	23

Protections	x
Territory	Job 071, Heart's Prison
Drop	[136] Wild Meat (25%)
Snack	[156] Long Ice Cream
Heart	x30
Skills	Counter, DEF Up

Bear Cub

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
164	180	50	38	25	24	15	6

Protections	x
Territory	Job 062, The Living Forest (Strong)
Drop	[136] Wild Meat (33%)
Snack	[147] Monster Cookie
Heart	x4
Skills	x

Tiger

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
110	182	45	30	29	74	23	44

Protections	Slow
Territory	Job 062, Wind's Corridor (All)
Drop	[122] Beast Fang (33%) Snack [149] Puppy Paw Flan
Heart	x5
Skills	Rapid Move, Quick, DEF Down

Leopard

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
400	231	63	40	38	89	30	51

Protections	Slow
Territory	The Heights (Strong)
Drop	[122] Beast Fang (50%) Snack [149] Puppy Paw Flan
Heart	x8
Skills	Quick

Panther

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1391	374	102	68	59	106	80	54

Protections	Slow
Territory	God's Scar
Drop	[122] Beast Fang (25%) Snack [149] Puppy Paw Flan
Heart	x18
Skills	Quick

Jagged Tiger

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
961	410	112	75	65	111	75	62

Protections	Slow
Territory	Wind's Corridor - Abyss (Chapter 8)
Drop	[123] Monster Bone (33%) Snack [149] Puppy Paw Flan
Heart	x24
Skills	Quick, DEF Down

Koalaria

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
84	85	85	28	26	68	15	7

Protections	x
Territory	The Living Forest
Drop	[141] Woodchip (50%) Snack [149] Puppy Paw Flan
Heart	x6
Skills	x

Magikoalaria

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
291	179	179	50	47	81	30	43

Protections	x
Territory	Dragon's Grave - Bone Grove, Millennium Tree
Drop	[142] Giant Woodchip (33%) Snack [149] Puppy Paw Flan
Heart	x12
Skills	x

Mountkoalaria

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
363	196	196	53	50	83	30	40

Protections	x
Territory	Dragon's Grave - Heaven's Road
Drop	[142] Giant Woodchip (50%) Snack [149] Puppy Paw Flan
Heart	x18
Skills	x

Airplant

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
94	76	108	21	29	22	14	12

Protections	Sleep
Territory	Old Schoolhouse
Drop	[134] Blue Petal (33%) Snack [147] Monster Cookie
Heart	x
Skills	x

Morninglory

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
232	98	168	37	36	29	25	17

Protections	Sleep
Territory	The Heights
Drop	[134] Blue Petal (33%) Snack [151] Candy Eye
Heart	x
Skills	x

Trumpet Lily

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
162	77	132	31	29	46	16	12

Protections	Sleep
Territory	Wind's Corridor (All)
Drop	[135] Red Petal (50%) Snack [147] Monster Cookie
Heart	x
Skills	x

Moon Flower

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
523	147	252	53	50	27	30	40

Protections	Sleep
Territory	Job 071, Millennium Tree
Drop	[133] Glowing Petal (33%)
Snack	[151] Candy Eye
Heart	x
Skills	ATK Up, DEF Down

Leaf Sprite

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
259	80	286	48	73	70	30	21

Protections	x
Territory	Job 068, Mana Ruins - Outskirts, Dragon's Grave - Bone Grove
Drop	[141] Woodchip (50%)
Snack	[151] Candy Eye
Heart	x
Skills	Healing Echo

Jewel Sprite

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2437	150	585	92	126	91	110	60

Protections	x
Territory	Resource Center - Unorganized Zone, Heart's Prison
Drop	[101] Pendelook (25%)
Snack	[157] Meringue Whip
Heart	x
Skills	Seal

Sword Sprite

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
633	120	429	70	106	81	60	28

Protections	x
Territory	Job 068, Mana Ruins - Interior Heights
Drop	[139] Worn Weapon (25%)
Snack	[154] Vanilla Syrup
Heart	x
Skills	ATK Down

Dryad

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
517	104	406	61	67	77	45	15

Protections	x
Territory	Job 068, Millennium Tree (Strong)
Drop	[127] Angel's Slip (33%)
Snack	[151] Candy Eye
Heart	x
Skills	Healing Echo, Sleep

Orb

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1546	144	609	84	151	105	80	427

Protections	x
Territory	Job 071, Mana Ruins - Bottom Center
Drop	[101] Pendelook (33%)
Snack	[154] Vanilla Syrup
Heart	x
Skills	Seal, DEF Down

Blade Sprite

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1492	142	554	82	135	87	75	35

Protections	x
Territory	Job 049, Job 068, Clocktower
Drop	[139] Worn Weapon (30%)
Snack	[154] Vanilla Syrup
Heart	x
Skills	ATK Down, Boost

Death Sprite

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
3237	166	648	111	183	119	155	94

Protections	Poison, Sleep, Curse
Territory	Resource Center - Unorganized Zone (Strong), Heart's Prison
Drop	[143] Soul of Darkness (50%)
Snack	[157] Meringue Whip
Heart	x
Skills	Fatal Blow, Half, and Curse

Gem Sprite

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
170	60	234	38	63	65	30	78

Protections	x
Territory	Resource Center
Drop	[101] Pendelook (25%)
Snack	[151] Candy Eye
Heart	x
Skills	Slow

Clay Puppet

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
104	70	70	113	127	30	25	39

Protections	Seal
Territory	Old Schoolhouse
Drop	[144] Gear (50%)
Snack	[147] Monster Cookie
Heart	x
Skills	Poison

Pot Spirit

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
958	182	198	149	149	40	70	91

Protections	Seal		
Territory	Clocktower		
Drop	[144] Gear (29%)	Snack	[155] Rocks rock!
Heart	x		
Skills	Ice Storm		

Stone Puppet

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1469	183	183	208	208	42	80	45

Protections	Seal		
Territory	Job 071, Mana Ruins - Bottom Center		
Drop	[145] Grand Gear (25%)	Snack	[155] Rocks rock!
Heart	x		
Skills	Poison, Summon Ally		

Kettle Spirit

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
905	195	195	132	102	39	60	27

Protections	Seal		
Territory	Old Schoolhouse - Closed Area		
Drop	[146] Tiny Gear (25%)	Snack	[155] Rocks rock!
Heart	x		
Skills	Ice Volley		

Kamikaze Doll

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
102	141	41	24	18	42	12	8

Protections	x		
Territory	Job 042, Job 070, Old Schoolhouse		
Drop	[140] Worn Armor (33%)	Snack	[147] Monster Cookie
Heart	x		
Skills	Self-Destruct		

Kamikaze Doll G

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1707	562	162	139	63	63	80	228

Protections	x		
Territory	Job 070, Mana Ruins - Bottom Center		
Drop	[140] Worn Armor (50%)	Snack	[156] Long Ice Cream
Heart	x		
Skills	Self-Destruct		

Birdhorse Rider

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1324	423	161	101	55	59	70	22

Protections	x		
Territory	Job 070, God's Scar		
Drop	[130] Crimson Feather (50%)	Snack	[156] Long Ice Cream
Heart	x		
Skills	Boost		

1 Inch Brownie

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1419	484	168	118	65	59	80	73

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Job 070, Wind's Corridor - Abyss (Chapter 8)		
Drop	[118] Brownie Mask (100%)	Snack	[156] Long Ice Cream
Heart	x		
Skills	Self-Heal, Quick		

Brownie

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
210	182	63	49	27	46	25	14

Protections	x		
Territory	Job 070, The Heights (Strong)		
Drop	[118] Brownie Mask (33%)	Snack	[147] Monster Cookie
Heart	x		
Skills	x		

Golden Pig

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2891	716	219	143	49	101	80	46

Protections	x		
Territory	God's Scar (Strong)		
Drop	[138] Golden Meat (50%)	Snack	[156] Long Ice Cream
Heart	x25		
Skills	Blocking		

Sword Geist

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
480	394	259	52	52	58	30	11

Protections	Sleep, Curse		
Territory	Job 044, Old Schoolhouse (Strong), Clocktower (Strong)		
Drop	[139] Worn Weapon (33%)	Snack	[147] Monster Cookie
Heart	x		
Skills	Curse		

Death Sword

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1593	850	391	97	97	56	75	29

Protections	Sleep, Curse
Territory	Clocktower
Drop	[139] Worn Weapon (50%)
Snack	[156] Long Ice Cream
Heart	x
Skills	Curse

Shield Geist

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
426	163	150	40	72	50	20	16

Protections	Sleep, Curse
Territory	Old Schoolhouse (Strong)
Drop	[144] Gear (33%)
Snack	[147] Monster Cookie
Heart	x
Skills	Healing, Blocking, Flame Gaze

Gram Raider

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
5418	555	511	111	111	60	90	91

Protections	Poison, Sleep, Curse
Territory	Clocktower (Strong)
Drop	[123] Monster Bone (25%)
Snack	[156] Long Ice Cream
Heart	x
Skills	HP Drain, Poison, Curse

Stone Soldier

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1246	276	69	73	53	7	30	23

Protections	Poison, Sleep, Curse
Territory	Job 065, Mana Ruins - Outskirts (Strong)
Drop	[097] Legien Steel (40%)
Snack	[147] Monster Cookie
Heart	x
Skills	Tornado

Steelarmor Soldier

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
3393	423	78	121	73	8	70	17

Protections	Poison, Sleep, Curse
Territory	Job 065, Mana Ruins - Interior Heights (Strong)
Drop	[098] Cyprus Copper (40%)
Snack	[155] Rocks rock!
Heart	x
Skills	x

Obsidian Soldier

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
9318	375	113	126	114	9	80	53

Protections	Poison, Sleep, Cursev
Territory	Mana Ruins - Bottom Center (Strong)
Drop	[099] Preuve Lead (40%)
Snack	[155] Rocks rock!
Heart	x
Skills	Tempest

Alchemic Soldier

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
5050	468	87	139	84	9	75	212

Protections	Poison, Sleep, Curse
Territory	Old Schoolhouse - Closed Area (Strong)
Drop	[100] Elemia Silver (40%)
Snack	[155] Rocks rock!
Heart	x
Skills	Calamity, Blocking

Adamantine Soldier

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
9810	602	155	162	147	10	175	157

Protections	Poison, Sleep, Curse
Territory	Heart's Prison (Strong)
Drop	[103] Chrome Crystal (25%)
Snack	[155] Rocks rock!
Heart	x
Skills	Calamity, Blocking

Stone Beast

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
450	165	90	47	57	19	30	22

Protections	Poison, Sleep, Curse
Territory	Job 065, Mana Ruins - Outskirts (Strong)
Drop	[097] Legien Steel (25%)
Snack	[147] Monster Cookie
Heart	x
Skills	x

Steelarmor Beast

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1503	308	168	72	87	23	45	26

Protections	Poison, Sleep, Curse
Territory	Job 065, Mana Ruins - Interior Heights
Drop	[098] Cyprus Copper (25%)
Snack	[155] Rocks rock!
Heart	x
Skills	Knockback, DEF Up

Obsidian Beast

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
7741	413	225	114	137	26	90	31

Protections	Poison, Sleep, Curse
Territory	Mana Ruins - Bottom Center (Strong)
Drop	[099] Preuve Lead (25%) | Snack | [155] Rocks rock!
Heart	x
Skills	Lightning

Alchemic Beast

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
4130	402	219	108	117	26	80	27

Protections	Poison, Sleep, Curse
Territory	Old Schoolhouse - Closed Area (Strong)
Drop	[100] Elemia Silver (25%) | Snack | [155] Rocks rock!
Heart	x
Skills	Knockback, Plasma Ray, DEF Up, Blocking

Stone Demon

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
609	264	264	48	48	14	30	17

Protections	Poison, Sleep, Curse
Territory	Mana Ruins - Outskirts
Drop	[097] Legien Steel (33%) | Snack | [147] Monster Cookie
Heart	x
Skills	Choke

Steelarmor Demon

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2371	476	476	75	75	16	75	78

Protections	Poison, Sleep, Curse
Territory	Job 065, Mana Ruins - Interior Heights (Strong)
Drop	[098] Cyprus Copper (33%) | Snack | [155] Rocks rock!
Heart	x
Skills	Curse, Tornado

Obsidian Demon

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
5683	456	456	94	94	18	80	154

Protections	Poison, Sleep, Curse
Territory	Mana Ruins - Bottom Center (Strong)
Drop	[099] Preuve Lead (33%) | Snack | [155] Rocks rock!
Heart	x
Skills	Poison, Grand Ray

Alchemic Demon

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
6872	738	738	108	108	19	170	406

Protections	Poison, Sleep, Curse
Territory	Heart's Prison (Strong)
Drop	[100] Elemia Silver (33%) | Snack | [153] 99% Chaos Choco
Heart	x
Skills	Calamity

Fran Pfeil

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2084	576	468	74	84	84	75	24

Protections	x
Territory	Job 069, Dragon's Grave - Bone Grove (Strong)
Drop	[124] Dragon Bone (40%) | Snack | [152] Scale Chips
Heart	x
Skills	Knockback, Teraflame

Buzzard Wyrm

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2534	624	507	77	88	78	80	33

Protections	x
Territory	Job 069, Dragon's Grave - Heaven's Road (Strong), Dragon's Grave - Cave of Origin
Drop	[125] Dragon Scale (25%) | Snack | [152] Scale Chips
Heart	x
Skills	Poison, Ice Rain

Necrohydra

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
10008	864	702	107	122	113	145	22

Protections	Poison, Curse
Territory	Dragon's Grave - Cave of Origin (Strong)
Drop	[126] Dragon's Tongue (50%) | Snack | [152] Scale Chips
Heart	x
Skills	ATK Down, Curse

Power

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
462	231	374	56	54	88	30	27

Protections	Curse
Territory	Job 067, Resource Center (Strong)
Drop	[127] Angel's Slip (33%) | Snack | [154] Vanilla Syrup
Heart	x
Skills	Healing, DEF Down

Marquis

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
585	260	421	59	58	90	30	36

Protections	Curse
Territory	Job 067, Resource Center (Strong)
Drop	[128] Devil's Panties (33%)
Snack	[154] Vanilla Syrup
Heart	x
Skills	Hellwave

Dominion

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
3721	435	806	114	137	119	120	118

Protections	Seal
Territory	Resource Center - Unorganized Zone
Drop	[129] Rainbow Feather (50%)
Snack	[154] Vanilla Syrup
Heart	x
Skills	DEF Down, Megahealt

Elder

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1185	308	572	72	87	74	50	29

Protections	Seal
Territory	Job 067, Wind's Corridor - Abyss (Chapter 8), Mana Ruins - Interior Heights
Drop	[128] Devil's Panties (50%)
Snack	[154] Vanilla Syrup
Heart	x
Skills	Hellwave, Ice Volley, Refresh

Duke

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
7941	474	767	128	134	93	145	101

Protections	Seal
Territory	Resource Center - Unorganized Zone (Strong), Heart's Prison (Strong)
Drop	[102] Carbon Boulder (25%)
Snack	[157] Meringue Whip
Heart	x
Skills	Call Meteor

Granduke

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
11704	575	962	142	149	108	180	24

Protections	Seal
Territory	Heart's Prison (Strong)
Drop	[102] Carbon Boulder (25%)
Snack	[157] Meringue Whip
Heart	x
Skills	DEF Down, Heal All

Ancients

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
5746	502	905	106	127	87	85	39

Protections	Seal
Territory	Job 067, Old Schoolhouse - Closed Area (Strong)
Drop	[125] Dragon Scale (50%)
Snack	[157] Meringue Whip
Heart	x
Skills	Vortex, Teraflame, Blizzard, ATK Up, MGK Up, RES Up, DEF Up

Old Zero

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
5620	445	720	114	119	88	80	64

Protections	Seal
Territory	Job 067, Job 071, Mana Ruins - Bottom Center (Strong)
Drop	[127] Angel's Slip (50%)
Snack	[157] Meringue Whip
Heart	x
Skills	Nightmare, Tempest, Choke, Curse, Heaven's Gate

Arks

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1097	341	527	73	81	85	55	93

Protections	Seal
Territory	Job 067, Mana Ruins - Interior Heights, Wind's Corridor - Abyss (Strong) (Chapter 8)
Drop	[131] White Feather (50%)
Snack	[154] Vanilla Syrup
Heart	x
Skills	DEF Down, Heaven's Gate, Teraheal

Twinhead

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
683	330	234	63	55	83	50	127

Protections	Poison
Territory	Job 069, Dragon's Grave - Heaven's Road
Drop	[124] Dragon Bone (25%)
Snack	[147] Monster Cookie
Heart	x
Skills	x

Jagged Hunter

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
911	404	238	64	56	111	45	25

Protections	Poison
Territory	Dragon's Grave - Bone Grove (Strong), Dragon's Grave - Heaven's Road (Strong)
Drop	[124] Dragon Bone (33%)
Snack	[152] Scale Chips
Heart	x
Skills	x

Muterion

Species: Dragon | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
3528	462	328	96	84	132	70	64

Protections	Poison
Territory	Job 069, Dragon's Grave - Cave of Origin
Drop	[124] Dragon Bone (25%) | Snack | [152] Scale Chips
Heart	x
Skills	DEF Down, Fatal Blow, Poison, Slow

Drake

Species: Dragon | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
406	264	170	48	51	75	30	17

Protections	Poison
Territory	Job 069, Mana Ruinds - Outskirts
Drop	[122] Beast Fang (33%) | Snack | [147] Monster Cookie
Heart	x
Skills	x

Flare Drake

Species: Dragon | Traits: Fire, Ice

HP	ATK	MGK	DEF	RES	SPD	AP	C
1437	436	309	75	72	100	70	78

Protections	Poison
Territory	Job 069, Old Schoolhouse - Closed Area
Drop	[122] Beast Fang (25%) | Snack | [147] Monster Cookie
Heart	x
Skills	x

Mini Drake

Species: Dragon | Traits: Fire, Ice

HP	ATK	MGK	DEF	RES	SPD	AP	C
834	447	290	72	63	97	40	93

Protections	Poison
Territory	Job 069, Old Schoolhouse - Closed Area
Drop	[122] Beast Fang (25%) | Snack | [152] Scale Chips
Heart	x
Skills	x

Scar Breath

Species: Dragon | Traits: Fire, Ice

HP	ATK	MGK	DEF	RES	SPD	AP	C
1072	410	290	72	69	97	60	93

Protections	Poison
Territory	Job 069, Wind's Corridor - Abyss (Chapter 8)
Drop	[122] Beast Fang (50%) | Snack | [152] Scale Chips
Heart	x
Skills	x

Scar Child

Species: Dragon | Traits: Fire, Ice

HP	ATK	MGK	DEF	RES	SPD	AP	C
638	404	262	58	51	102	35	25

Protections	Poison
Territory	Job 069, Wind's Corridor - Abyss (Strong in Chapter 7, Normal in Chapter 8)
Drop	[122] Beast Fang (33%) | Snack | [147] Monster Cookie
Heart	x
Skills	x

Gold Leo

Species: Beast | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1629	462	298	80	70	102	60	302

Protections	Slow
Territory	God's Scar
Drop	[122] Beast Fang (25%) | Snack | [149] Puppy Paw Flan
Heart	x10
Skills	x

Hellfang

Species: Beast | Traits: Fire

HP	ATK	MGK	DEF	RES	SPD	AP	C
1002	420	238	71	62	93	50	25

Protections	Slow
Territory	The Millennium Tree (Strong)
Drop	[123] Monster Bone (25%) | Snack | [149] Puppy Paw Flan
Heart	x18
Skills	x

Hellion

Species: Beast | Traits: Fire

HP	ATK	MGK	DEF	RES	SPD	AP	C
872	331	222	61	50	95	70	110

Protections	Slow
Territory	Job 071, Mana Ruins - Interior Heights
Drop	[123] Monster Bone (33%) | Snack | [149] Puppy Paw Flan
Heart	x16
Skills	ATK Down, Knockback

Harpy

Species: Beast | Traits: Ice

HP	ATK	MGK	DEF	RES	SPD	AP	C
243	144	152	43	60	84	40	3

Protections	x
Territory	The Heights
Drop	[130] Crimson Feather (50%) | Snack | [147] Monster Cookie
Heart	x6
Skills	Knockback

Shadow Girl

Species: Bat | Traits: Weapon

HP	ATK	MGK	DEF	RES	SPD	AP	C
508	220	210	60	84	93	55	3

Protections	x
Territory	Job 054, Dragon's Grave - Heaven's Road
Drop	[132] Black Feather (50%)
Snack	[147] Monster Cookie
Heart	x12
Skills	Poison

Blackwing

Species: Bat | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1818	346	252	84	119	98	90	3

Protections	Poison
Territory	Job 054, Mana Ruins - Bottom Center
Drop	[132] Black Feather (25%)
Snack	[147] Monster Cookie
Heart	x30
Skills	Knockback

Clione

Species: Fairy | Traits: Fire, Ice

HP	ATK	MGK	DEF	RES	SPD	AP	C
273	158	252	47	66	51	30	42

Protections	x
Territory	Dragon's Grave - Bone Grove (Strong), The Millennium Tree
Drop	[092] Glacier Stone (25%)
Snack	[151] Candy Eye
Heart	x
Skills	Ice Storm

Ariel

Species: Fairy | Traits: Fire, Ice

HP	ATK	MGK	DEF	RES	SPD	AP	C
78	75	144	26	40	43	15	7

Protections	x
Territory	The Living Forest
Drop	[092] Glacier Stone (25%)
Snack	[151] Candy Eye
Heart	x
Skills	HP Drain, Ice Rain

Amnes

Species: Fairy | Traits: Fire, Ice

HP	ATK	MGK	DEF	RES	SPD	AP	C
849	195	468	55	115	59	70	44

Protections	x
Territory	Wind's Corridor - Abyss (Chapter 8)
Drop	[092] Glacier Stone (25%)
Snack	[151] Candy Eye
Heart	x
Skills	HP Drain, Blizzard

Ruby Eye

Species: Fairy | Traits: Ice, Fire

HP	ATK	MGK	DEF	RES	SPD	AP	C
321	169	267	48	74	52	30	24

Protections	x
Territory	Mana Ruins - Outskirts
Drop	[091] Canone Rock (25%)
Snack	[151] Candy Eye
Heart	x
Skills	Flame Gaze, Hellwave

Evil Gaze

Species: Fairy | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
3672	281	648	94	189	71	145	54

Protections	Sleep, Curse
Territory	Job 071, Heart's Prison
Drop	[096] Gravity Stone (25%)
Snack	[153] 99% Chaos Choco
Heart	x
Skills	Curse, Nightmare

Necromancer

Species: | Traits: Weapon

HP	ATK	MGK	DEF	RES	SPD	AP	C
2594	193	555	66	144	85	100	64

Protections	Poison, Curse
Territory	Job 066, Resource Center - Unorganized Zone, Heart's Prison
Drop	[096] Gravity Stone (25%)
Snack	[153] 99% Chaos Choco
Heart	x
Skills	Curse, Heaven's Gate

Visionist

Species: | Traits: Weapon

HP	ATK	MGK	DEF	RES	SPD	AP	C
192	95	396	28	89	63	30	45

Protections	x
Territory	Job 064, Resource Center
Drop	[093] Thunder Stone (25%)
Snack	[154] Vanilla Syrup
Heart	x
Skills	Slow, Megaheal

Warlock

Species: | Traits: Weapon

HP	ATK	MGK	DEF	RES	SPD	AP	C
192	88	336	26	80	61	30	44

Protections	x
Territory	Job 065, Old Schoolhouse
Drop	[091] Canone Rock (25%)
Snack	[154] Vanilla Syrup
Heart	x
Skills	RES Down, Plasma Ray, Grand Ray

Mistress

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
6493	218	905	60	270	94	175	95

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Job 071, Heart's Prison (Strong)
Drop	[095] Super Komet (25%) / Snack: [157] Meringue Whip
Heart	x
Skills	DEF Down, Call Meteor, Heal All

Bone Dragon

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
885	238	475	59	97	48	70	62

Protections	Poison, Sleep, Curse
Territory	Job 066, Clocktower
Drop	[124] Dragon Bone (30%) / Snack: [152] Scale Chips
Heart	x
Skills	Curse

Feartail

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2144	266	586	71	117	53	75	154

Protections	Poison, Sleep, Curse
Territory	Job 069, Dragon's Grave - Cave of Origin
Drop	[124] Dragon Bone (25%) / Snack: [153] 99% Chaos Choco
Heart	x
Skills	Curse

Mandragora

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
135	77	132	26	29	23	15	12

Protections	Poison
Territory	The Living Forest
Drop	[141] Woodchip (50%) / Snack: [147] Monster Cookie
Heart	x
Skills	Sleep

Dunkelheit

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
544	161	276	47	53	34	30	40

Protections	Poison
Territory	The Millennium Tree
Drop	[135] Red Petal (75%) / Snack: [147] Monster Cookie
Heart	x
Skills	HP Regen, Poison, Curse

Lantern fish

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
113	182	84	31	36	54	25	14

Protections	x
Territory	The Heights
Drop	[116] Masou (25%) / Snack: [150] Taiyaki
Heart	x
Skills	x

Tiny Death

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
336	312	144	49	56	63	45	36

Protections	x
Territory	Mana Ruins - Bottom Center, Dragon's Grave - Bone Grove
Drop	[112] Blowfish-X (100%) / Snack: [150] Taiyaki
Heart	x
Skills	Fatal Blow, Quick

Delinquent (Guy)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
152	111	169	36	44	51	15	14

Protections	x
Territory	Job 064, Chapter 7, Flay Quest 5, Old Schoolhouse
Drop	x / Snack: x
Heart	x
Skills	Flame Gaze, Healing, Boost

Berserk Student (Guy)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1192	281	429	84	103	68	70	78

Protections	x
Territory	Job 064, Chapter 7, Clocktower (Strong)
Drop	x / Snack: x
Heart	x
Skills	Ice Rain, Lightning, Tornado

Delinquent (Girl)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
124	127	94	36	29	63	20	12

Protections	x
Territory	Job 064, Chapter 7, Old Schoolhouse
Drop	x / Snack: x
Heart	x
Skills	x

Berserk Student (Girl)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1391	391	289	97	78	88	70	62

Protections	x		
Territory	Job 064, Clocktower (Strong)		
Drop	x	Snack	x
Heart	x		
Skills	Summon Ally, Heal Jar		

Gespenst

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
104	75	240	24	91	74	25	41

Protections	Poison, Curse		
Territory	Job 066, Old Schoolhouse		
Drop	[097] Legien Steel (25%)	Snack	[147] Monster Cookie
Heart	x		
Skills	HP Drain		

Shade

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
822	170	493	49	117	96	70	62

Protections	Poison, Curse		
Territory	Job 066, Old Schoolhouse - Closed Area		
Drop	[143] Soul of Darkness (50%)	Snack	[156] Long Ice Cream
Heart	x		
Skills	x		

Invisible

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1141	178	670	51	160	99	75	2

Protections	Poison, Curse		
Territory	Job 066, Clocktower		
Drop	[103] Chrome Crystal (34%)	Snack	[156] Long Ice Cream
Heart	x		
Skills	x		

floater

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
236	105	305	31	75	81	30	43

Protections	Poison, Curse		
Territory	Job 066, Mana Ruins - Outskirts, Mana Ruins - Interior Heights		
Drop	[143] Soul of Darkness (33%)	Snack	[147] Monster Cookie
Heart	x		
Skills	Curse, SP Damage		

Dieg Spirit

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
167	95	304	26	69	78	30	45

Protections	Poison, Curse		
Territory	Job 066, Resource Center		
Drop	[143] Soul of Darkness (25%)	Snack	[147] Monster Cookie
Heart	x		
Skills	Nightmare, Knockback, HP Drain		

Toy Ghost

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1510	185	644	56	134	102	75	195

Protections	Poison, Curse		
Territory	Job 049, Dragon's Grave - Cave of Origin, Clocktower (Strong)		
Drop	[101] Pendelook (25%)	Snack	[156] Long Ice Cream
Heart	x		
Skills	Curse, SP Damage		

funny Lich

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1847	190	662	59	141	105	100	154

Protections	Poison, Sleep, Curse, Seal		
Territory	Dragon's Grave - Cave of Origin, Heart's Prison (Strong)		
Drop	[101] Pendelook (33%)	Snack	[153] 99% Chaos Choco
Heart	x		
Skills	Nightmare, Knockback, HP Drain		

Trap Box

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
454	231	231	69	44	51	30	43

Protections	Seal		
Territory	Mana Ruins - Outskirts		
Drop	[144] Gear (50%)	Snack	[147] Monster Cookie
Heart	x		
Skills	Plasma Ray		

fakereature

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2008	402	402	119	76	64	70	35

Protections	Seal		
Territory	Mana Ruins - Bottom Center		
Drop	[139] Worn Weapon (25%)	Snack	[156] Long Ice Cream
Heart	x		
Skills	x		

Jewel Keeper

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
814	330	330	77	49	58	50	32

Protections	Seal
Territory	Mana Ruins - Interior Heights
Drop	[002] X-Heal (100%)
Snack	[156] Long Ice Cream
Heart	x
Skills	Plasma Ray, Thunder Rain

Watcher

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
534	303	303	86	55	56	45	127

Protections	Seal
Territory	Mana Ruins - Interior Heights, Dragon's Grave - Heaven's Road
Drop	[123] Monster Bone (25%)
Snack	[156] Long Ice Cream
Heart	x
Skills	Plasma Ray, Thunder Rain

Greed Gate

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
6799	594	594	152	97	71	145	54

Protections	Poison, Sleep, Curse, Seal
Territory	Heart's Prison
Drop	[123] Monster Bone (25%)
Snack	[153] 99% Chaos Choco
Heart	x
Skills	Plasma Ray, Thunder Rain

Crag Mana

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
698	150	375	70	105	114	70	32

Protections	Seal
Territory	Job 068, Mana Ruins - Interior Heights
Drop	[102] Carbon Boulder (25%)
Snack	[155] Rocks rock!
Heart	x
Skills	Grand Ray

Frost Mana

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1580	213	391	108	123	95	70	20

Protections	Seal
Territory	Job 068, Mana Ruins - Bottom Center (Strong), God's Scar
Drop	[103] Chrome Crystal (25%)
Snack	[154] Vanilla Syrup
Heart	x
Skills	Nightmare, Megaheal, Ice Rain

Blaze Mana

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
3154	450	338	126	114	61	70	47

Protections	Seal
Territory	Job 068, Mana Ruins - Bottom Center (Strong)
Drop	[103] Chrome Crystal (25%)
Snack	[154] Vanilla Syrup
Heart	x
Skills	Flare Rain, Hellwave

Halo Mana

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
911	308	588	54	102	45	50	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Job 068, Mana Ruins - Interior Heights
Drop	[133] Glowing Petal (25%)
Snack	[151] Candy Eye
Heart	x
Skills	Healing, Plasma Ray

Cyclone Mana

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
124	83	134	33	49	70	20	0

Protections	Seal
Territory	Wind's Corridor (All)
Drop	[093] Thunder Stone (25%)
Snack	[151] Candy Eye
Heart	x
Skills	Lightning, Tornado

Dinosis

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
9493	845	493	148	200	42	800	0

Protections	Poison, Curse
Territory	Dragon's Grave - Cave of Origin
Drop	[126] Dragon's Tongue (50%)
Snack	[152] Scale Chips
Heart	x
Skills	Knockback

Caterperider

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1034	350	143	93	59	44	250	0

Protections	Poison		
Territory	Job 042		
Drop	Preserved Food (Recipe)	Snack	x
Heart	x		
Skills	x		

Yulaurnie

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1991	425	90	41	56	60	260	0

Protections	x		
Territory	Job 043		
Drop	Fancy Hat (Recipe)	Snack	x
Heart	x		
Skills	Blocking		

Dark Bringer

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2765	421	308	85	38	28	460	0

Protections	x		
Territory	Job 044		
Drop	Explosive Powder (Recipe)	Snack	x
Heart	x		
Skills	Quick		

Armed Brownie

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
7113	623	203	70	63	13	460	0

Protections	Poison, Sleep, Curse, Seal		
Territory	Job 045		
Drop	Alchemy Pack (Recipe)	Snack	x
Heart	x		
Skills	ATK Up		

Stonewing Beast

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
6528	664	687	38	33	34	530	0

Protections	Poison, Sleep, Curse		
Territory	Job 046		
Drop	Exploding Uni (Recipe)	Snack	x
Heart	x		
Skills	Tempest		

Scylla

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
7146	803	840	261	83	44	590	0

Protections	Sleep, Curse, Seal		
Territory	Job 047		
Drop	Uni the Great (Recipe)	Snack	x
Heart	x		
Skills	ATK Up, DEF Up, Knockback		

Kobold Mama

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
4082	452	311	95	96	60	260	0

Protections	x		
Territory	Job 048		
Drop	x	Snack	x
Heart	x40		
Skills	ATK Up, DEF Up, Healing		

Kobold Boy

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2954	245	195	89	124	88	200	0

Protections	x		
Territory	Job 048		
Drop	x	Snack	x
Heart	x20		
Skills	x		

Kobold Daddy

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
6592	670	236	140	86	36	350	0

Protections	x		
Territory	Job 048		
Drop	Legendary Fabric (Recipe)	Snack	x
Heart	x60		
Skills	ATK Up, DEF Up		

Gear Sprite

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
6861	285	570	83	99	66	540	0

Protections	Curse, Seal		
Territory	Job 049		
Drop	Vacuum Pipe (Recipe)	Snack	x
Heart	x		
Skills	x		

Dualblade Emperor

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
25172	757	404	162	152	31	800	0

Protections	Poison, Sleep, Slow
Territory	Job 050
Drop	Motorized Mechsword (Recipe) — Snack: x
Heart	x
Skills	Teraflame, Grand Ray, HP Regen

Ninetails

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
22064	379	1029	146	248	220	750	0

Protections	Curse, Seal
Territory	Job 052
Drop	x — Snack: x
Heart	x40
Skills	Heaven's Gate, Curse, Poison, Teraflame, Blizzard, Vortex

Advocate

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
7341	327	675	1000	1000	33	560	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Job 053
Drop	x — Snack: x
Heart	x
Skills	Calamity, Choke

Silverius

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
12328	641	389	121	98	50	450	0

Protections	Slow
Territory	Job 053
Drop	x — Snack: x
Heart	x
Skills	Fatal Blow, Ice Volley, Ice Rain, Choke

Goldenia

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
12328	389	641	98	121	50	450	0

Protections	Sleep
Territory	Job 053
Drop	x — Snack: x
Heart	x
Skills	Hellwave, DEF Down

Snow Maiden

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
22160	435	435	165	210	50	700	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Job 054
Drop	x — Snack: x
Heart	x80
Skills	Summon Ally, Knockback, Blizzard

Witch Lady

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
9936	289	948	130	144	37	350	0

Protections	Curse, Seal
Territory	Job 055
Drop	Sweets Paradise (Recipe) — Snack: x
Heart	x
Skills	Flame Gaze, Plasma Ray, Choke, Hellwave

Witch Sister

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
7524	339	842	132	138	35	350	0

Protections	Sleep, Seal
Territory	Job 055
Drop	x — Snack: x
Heart	x
Skills	Ice Storm, Tornado, Curse, Ice Volley

Witch Cousin

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
7495	383	1020	109	139	30	350	0

Protections	Poison, Seal
Territory	Job 055
Drop	x — Snack: x
Heart	x
Skills	Lightning, Half, Nightmare, Vortex

Glass Dragon

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
13733	771	613	314	389	63	860	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Job 056
Drop	Alchemic Sword (Recipe) — Snack: x
Heart	x
Skills	Fatal Blow, Calamity, Grand Ray, Curse, Vortex, Blocking

Rowdy Leader

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
15178	594	483	98	80	64	650	0

Protections	Poison, Sleep, Slow
Territory	Job 057
Drop	Musical Strings (Recipe)
Snack	x
Heart	x
Skills	Knockback, Summon Ally

Kiln People

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
4257	204	639	134	107	15	300	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Job 057
Drop	x
Snack	x
Heart	x
Skills	Flame, Bomb Ice, Thunder Stone, Heal Jar

Treasure King

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
7757	497	530	96	119	33	600	0

Protections	Poison, Sleep, Curse, Seal
Territory	Job 058
Drop	Twirly Thing (Recipe)
Snack	x
Heart	x
Skills	Nightmare, Tempest, Choke, Poison, Curse

Puni Taro

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1118	3339	208	76	93	57	200	0

Protections	x
Territory	Job 059
Drop	Bonus Card (Recipe)
Snack	x
Heart	x
Skills	Blocking, Guts

Puni Jiro

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1012	247	269	90	131	55	200	0

Protections	x
Territory	Job 059
Drop	x
Snack	x
Heart	x
Skills	Blocking, Guts

Puni Kichi

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1622	179	193	89	98	38	175	0

Protections	x
Territory	Job 059
Drop	x
Snack	x
Heart	x
Skills	Blocking, Guts

Echo

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1203	180	346	66	85	58	190	0

Protections	Sleep, Seal
Territory	Job 060
Drop	Charge Hammer (Recipe)
Snack	x
Heart	x
Skills	Ice Volley, Healing Echo, Sleep

Grove

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
947	190	313	50	93	67	190	0

Protections	Sleep, Seal
Territory	Job 060
Drop	x
Snack	x
Heart	x
Skills	ATK Down, Healing Echo

Amber

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1038	203	323	55	105	48	190	0

Protections	Sleep, Seal
Territory	Job 060
Drop	x
Snack	x
Heart	x
Skills	DEF Down, Healing Echo

Giant Golden Pig

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1747	396	124	78	27	69	270	0

Protections	Slow
Territory	Job 061
Drop	Hardened Cloak (Recipe)
Snack	x
Heart	x50
Skills	Quick, Blocking

Living Bullet

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1527	80	448	28	19	28	30	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Job 064		
Drop	x	Snack	x
Heart	x		
Skills	Self-Destruct		

Platinum Puni

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
241	94	72	22	21	37	90	0

Protections	x		
Territory	Chapter 1		
Drop	x	Snack	x
Heart	x		
Skills	x		

Stone Watcher

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2453	317	317	90	78	45	470	0

Protections	Curse, Seal		
Territory	Chapter 4		
Drop	x	Snack	x
Heart	x		
Skills	HP Drain, Calamity		

Stone Emperor

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1901	313	176	86	79	29	280	0

Protections	x		
Territory	Chapter 5 (Combat III Chain)		
Drop	x	Snack	x
Heart	x		
Skills	Teraflame, HP Regen		

Dunkelknight

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
12201	411	454	47	139	42	500	0

Protections	Poison, Curse, Seal		
Territory	Chapter 9 (Combat V Power)		
Drop	x	Snack	x
Heart	x		
Skills	Poison, Nightmare, Choke		

Berserk Koalaria

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
22062	537	263	103	101	496	1000	0

Protections	Seal		
Territory	Chapter 11 (Combat VI Speed)		
Drop	x	Snack	x
Heart	x70		
Skills	Summon Ally, Retreat		

Silent Horn

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
19104	601	478	126	131	52	1900	0

Protections	Poison, Sleep, Curse, Seal		
Territory	Chapter 11 (Combat VII Chain)		
Drop	x	Snack	x
Heart	x90		
Skills	Poison, Curse		

Poltergeist

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
4692	266	405	73	107	51	550	0

Protections	Curse, Seal		
Territory	Chapter 9 (Synthesis VIII Attack)		
Drop	x	Snack	x
Heart	x		
Skills	x		

Lonely Wraith

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
308	116	170	44	63	57	270	0

Protections	Sleep, Seal		
Territory	Pamela's Character Quest		
Drop	x	Snack	x
Heart	x		
Skills	HP Drain, Half		

Drawnie

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
537	140	128	33	36	111	450	0

Protections	x		
Territory	Flay's Character Quest		
Drop	x	Snack	x
Heart	x		
Skills	x		

Flay

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1899	370	172	107	48	43	360	0

Protections	x
Territory	Flay's Character Quest
Drop	x
Snack	x
Heart	x
Skills	x

Anna

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
393	121	125	29	46	64	240	0

Protections	x
Territory	Anna's Character Quest
Drop	x
Snack	x
Heart	x
Skills	x

Mucho

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
14365	190	133	232	176	25	280	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Muppy's Character Quest
Drop	x
Snack	x
Heart	x
Skills	Sleep, Poison

Lorebeast

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1036	146	97	52	51	62	200	0

Protections	x
Territory	Chapter 1
Drop	Bomb (Recipe)
Snack	x
Heart	x20
Skills	Knockback, Quick

Roxis

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
990	135	221	47	69	55	360	0

Protections	Seal
Territory	Chapter 2
Drop	x
Snack	x
Heart	x
Skills	Seal, Ice Volley, Megaheal

Fallen Lover

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
2517	198	171	61	67	49	280	0

Protections	x
Territory	Chapter 3
Drop	Curing Medicine (Recipe)
Snack	x
Heart	x
Skills	SP Damage, Nightmare, Megaheal

Tony (1st)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1683	242	183	82	41	42	720	0

Protections	Seal
Territory	Chapter 4, Chapter 7
Drop	Radiating Disc (Recipe)
Snack	x
Heart	x
Skills	Knockback

Renee (1st)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1909	284	180	91	50	68	600	0

Protections	Sleep
Territory	Chapter 4, Chapter 7
Drop	Magic Stake Cloth (Recipe)
Snack	x
Heart	x
Skills	Sleep, Summon Ally

Azureflame Mana (1st)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1670	285	237	90	59	59	280	0

Protections	Poison, Sleep, Curse
Territory	Chapter 4, Chapter 7
Drop	x
Snack	x
Heart	x
Skills	Hellwave, Boost

Glowfire Mana

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
382	192	144	32	62	60	60	0

Protections	Poison, Sleep, Slow
Territory	Chapter 4
Drop	x
Snack	x
Heart	x
Skills	Flame Gaze, Flare Rain

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Roxis (2nd)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
1312	162	265	51	77	55	600	0

Protections	Seal		
Territory	Chapter 4		
Drop	x	Snack	x
Heart	x		
Skills	Seal, Ice Volley, Megaheal		

Grandwing Drake (1st)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
8480	629	407	150	96	42	1000	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Chapter 5		
Drop	Magic Ring (Recipe)	Snack	x
Heart	x		
Skills	Knockback		

Tony (2nd)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
7266	402	149	123	83	47	840	0

Protections	Seal		
Territory	Chapter 6		
Drop	Heavy Armor (Recipe)	Snack	x
Heart	x		
Skills	x		

Renee (2nd)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
5864	548	280	138	81	69	720	0

Protections	Sleep		
Territory	Chapter 6		
Drop	Women's Armor (Recipe)	Snack	x
Heart	x		
Skills	Bobomb Ice, Sleep, Summon Ally		

Azureflame Mana (2nd)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
5505	352	286	136	101	59	240	0

Protections	Poison, Sleep, Curse		
Territory	Chapter 6		
Drop	x	Snack	x
Heart	x		
Skills	Hellwave, Boost, Teraflame, Flare Rain		

Chimera

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
17702	645	560	127	167	60	1300	0

Protections	Sleep, Curse, Seal		
Territory	Chapter 8		
Drop	[048] SPD Fruit	Snack	x
Heart	x40		
Skills	x		

Zweis Monde (1st)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
22869	648	300	186	109	77	1800	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Chapter 9		
Drop	Green Tablet (Recipe)	Snack	x
Heart	x		
Skills	Poison, SP Damage, Heaven's Gate		

Isolde (1st)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
25270	540	772	242	301	60	2400	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Chapter 10		
Drop	Ultimate Remedy (Recipe)	Snack	x
Heart	x		
Skills	Slow, Poison, RES Down		

Isolde (2nd)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
31065	478	732	269	330	35	3000	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Chapter 11		
Drop	The Gem of Alchemy (Recipe)	Snack	x
Heart	x		
Skills	Slow, RES Down, MGK Down, Knockback, Thunder Rain, Grand Ray, Choke		

Tony (3rd)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
22957	539	382	183	122	47	535	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Chapter 12		
Drop	[045] MGK Fruit	Snack	x
Heart	x		
Skills	x		

Renee (3rd)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
17273	629	336	195	115	69	660	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Chapter 12
Drop	[044] ATK Fruit — Snack: x
Heart	x
Skills	Bobomb Ice, Sleep, Summon Ally

Azureflame Mana (3rd)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
24748	525	480	194	144	59	360	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Chapter 12
Drop	x — Snack: x
Heart	x
Skills	Hellwave, Boost, Teraflame, Flare Rain

Grandwing Drake (2nd)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
38273	819	530	247	156	42	1440	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Chapter 12
Drop	x — Snack: x
Heart	x
Skills	Knockback

Zweis Monde (2nd)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
33845	697	323	212	124	77	1320	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Chapter 12
Drop	x — Snack: x
Heart	x
Skills	Poison, SP Damage, Heaven's Gate

Vayne

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
27590	544	599	188	225	67	0	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Chapter 12
Drop	x — Snack: x
Heart	x
Skills	SP Damage, Call Meteor

Crazed Eye

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
61335	871	871	212	212	81	0	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Chapter 12
Drop	x — Snack: x
Heart	x
Skills	SP Damage, Summon Ally

Magus

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
33864	283	797	102	320	54	445	0

Protections	Seal
Territory	Bonus Dungeon
Drop	x — Snack: x
Heart	x
Skills	Poison, HP Drain, Curse

Rockwell

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
22853	475	318	282	249	27	445	0

Protections	Seal
Territory	Bonus Dungeon
Drop	x — Snack: x
Heart	x
Skills	Call Meteor, Calamity

fatebringer

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
29293	744	583	216	204	37	445	0

Protections	Seal
Territory	Bonus Dungeon
Drop	x — Snack: x
Heart	x
Skills	HP Drain

Cobalt Scar

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
32202	592	540	174	111	48	840	0

Protections	Poison, Sleep, Curse, Seal, Slow
Territory	Bonus Dungeon
Drop	x — Snack: x
Heart	xv
Skills	Tempest

Abyss Keeper

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
58344	761	606	102	110	61	440	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Bonus Dungeon		
Drop	x	Snack	x
Heart	x80		
Skills	Curse, Poison, Teraflame, Blizzard, Vortex		

Secret Gangster

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
25346	505	383	231	200	69	430	0

Protections	Seal		
Territory	Bonus Dungeon		
Drop	x	Snack	x
Heart	x		
Skills	Bobomb Ice		

Gangster Boss

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
48182	630	330	268	132	54	430	0

Protections	Seal		
Territory	Bonus Dungeon		
Drop	x	Snack	x
Heart	x		
Skills	Knockback		

Uber Gangster

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
64779	739	557	185	191	59	440	0

Protections	Seal		
Territory	Bonus Dungeon		
Drop	x	Snack	x
Heart	x		
Skills	Knockback		

Darlvero

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
49728	628	397	109	31	98	0	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Bonus Dungeon		
Drop	x	Snack	x
Heart	x		
Skills	Knockback, Stat Boost, HP Regen		

Darkyula

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
54948	805	438	113	98	172	0	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Bonus Dungeon		
Drop	x	Snack	x
Heart	x		
Skills	DEF Down, Seal		

Darcrowley

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
53716	525	700	98	203	119	0	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Bonus Dungeon		
Drop	x	Snack	x
Heart	x		
Skills	HP Drain, Heaven's Gate		

Pain

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
85800	668	668	273	273	75	1300	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Bonus Dungeon		
Drop	x	Snack	x
Heart	x		
Skills	SP Damage		

Darkash

Species: Traits:

HP	ATK	MGK	DEF	RES	SPD	AP	C
65610	700	700	300	300	135	0	0

Protections	Poison, Sleep, Curse, Seal, Slow		
Territory	Bonus Dungeon		
Drop	x	Snack	x
Heart	x		
Skills	Knockback, HP Regen		

Data

> Key <

1 Item	2 Effect	3 Target	4 Elem.	5 Acquisition	6 E-Level	7 Sell
Heal Jar	HP Heal (M)	Single Ally		Synthesis/Healing Medicine	Variable	16
	8 Healing (60-100), Effect Plus (81-100), HP+ (S) (40-70), Muddy (0-50), Powdery (51-100)					

1. Item: The name of the item.

2. Effect: What the Item generally does when used in combat. Performance for synthesized objects may vary according to E-Level of synthesis. This entry is omitted for Material Items, which are only used as synthesis components.

3. Target: What the Item will affect. Performance for synthesized objects may vary according to E-Level of synthesis. This entry is omitted for Material Items, which are only used as synthesis components.

4. Element: The item's elemental affinity. This is useful for determining the E-Level outcome of syntheses involving this item. The possibilities are…

Water Fire Earth Wind Neutral

5. Acquisition: Most items in *Mana Khemia* can be acquired in a variety of ways. This column lists the most passive, i.e., the one that is most likely to avoid having to tromp into a dungeon or monster battle. Note that some items are available as monster drops and you can harvest them very quickly by using Nikki's Kobolds to steal them. Consult the Bestiary to see if an item you need is available as a drop in random encounters.

Synthesis: This item can be synthesized, and it is possible to make as many as you want, provided the ingredients are on hand. What recipe the item is derived from is listed when possible.

Gather: The most reliable way to get this item is to go out into a dungeon and do something to acquire it. As such, dungeons effectively represent a limitless supply of this item. Which dungeon most efficiently generates the item in question is noted. When possible, any special gathering technique required (such as Mining or Fishing) is also noted. Items that generate randomly in grass, barrels, boxes, or freestanding pouches in an area shall be denoted with "Random."

Snack: This item can only be obtained by using Jess's Funny Pouch skill to defeat a monster, turning it into candy. Every candy in the game can be produced by a wide variety of monsters that occur in several different dungeons, so consult the Bestiary to find out which monsters can be converted into a particular Snack.

Drop: This item can only be reliably obtained by fighting and defeating a particular monster. There are few items like this in *Mana Khemia*, but they are often ingredients that can be used to synthesize very potent items.

Shop: The only way to acquire this item quickly and in significant quantity is to buy it. This item may occur naturally in some areas, but not in abundant supply. Note that since Shops update their inventory throughout the school year, an item may only become available at a Shop from a certain point onward. If so, this is noted.

Special: This item is so valuable that the game does not allow you to obtain it in limitless quantity. Instead the item is only found during select events, in select chests, and via Task Schedule searches. There are few items like this in *Mana Khemia*, but they are present. You should conserve Special items for situations and syntheses where you absolutely need them.

6. E-Level: The E-Level of the item in question. For objects that can be synthesized, the value will always be "Variable." Other types of items have a set E-Level.

7. Sell Price: Most items in the game may be sold back to a shop in exchange for a certain amount of Cole. If an item cannot be sold, this entry is left blank.

8. E-Effects: For a synthesized item, this indicates the range of possible E-Effects that the item generates at various Ether levels. Each item can generate a maximum of six, and retain up to three at any time. For an item that cannot be synthesized, this indicates the item's inherent E-Effects.

> Usable Items <

Item	Effect	Target	Elem.	Acquisition	E-Level	Sell
Heal Jar	HP Heal (M)	Single Ally		Synthesis/Healing Medicine	Variable	16
	Healing (60-100), Effect Plus (81-100), HP+ (S) (40-70), Muddy (0-50), Powdery (51-100)					
X Heal	HP Heal (L)	Single Ally		Synthesis/Healing Medicine	Variable	104
	SP+ (M) (60-100), Effect Plus (0-29), Effect Plus+ (81-100), Powdery (0-50), Muddy (51-100)					
Heal All	HP Heal (S)	All Ally		Synthesis/Spreading Medicine	Variable	156
	HP+ (L) (80-100), SP+ (M) (40-60), Effect Plus (91-100), Muddy (0-39), Powdery (40-60)					
Cure Jar	Cure Anomaly	Single Ally		Synthesis/Curing Medicine	Variable	28
	MGK+ (S) (30-100), RES+ (S) (50-100), Plus Range (80-90)					
Nectar	Awaken	Single Ally		Synthesis/God's Drink	Variable	72
	Stun+ (M) (41-50), Critical+ (M) (45-50), Effects Plus++ (25-45), Stinky (0-10), Aromatic (30-40), Dirty (71-100)					
Super Nectar	Max Recovery	Single Ally		Synthesis/Super Juice	Variable	186
	Tera Heal (71-100), Mega Heal (50-70), Stinky (0-20), Aromatic (50-70), Dirty (0-30)					
Shining Grail	Awaken	All Ally		Synthesis/A Holy Cup	Variable	232
	Heal All (80-100), Seele (80-100), Bright (20-60), Effects Plus+ (90-100)					
Amber Soup	SP Heal (S)	Single Ally		Synthesis/Mental Stabilizer	Variable	30
	SP+ (S) (61-100), Effects Plus+ (61-100), Cure (80-100), Dull (0-60)					
Tranquilizer	SP Heal (L)	Single Ally		Synthesis/Mental Stabilizer	Variable	164
	Boost (70-100), SP+ (M) (60-100), Effect Plus+ (95-100), Detailed (70-94)					
Elixir	HP Full Heal, Cure Anomaly	Single Ally		Synthesis/Ultimate Remedy	Variable	310
	Tera Heal (40-80), SP+ (L) (70-100), Heaven's Gate (100), Bright (0-60), Godly (91-100)					
Steak	HP Heal (S), ATK Up	Single Ally		Synthesis/Flaming BBQ	Variable	38
	HP+ (S) (0-69), Critical+ (S) (70-100), Effect Plus (0-20), Rare (21-40), Medium (41-60), Well Done (70-100)					
Broiled Fish	HP Heal (M), MGK Up	Single Ally		Synthesis/Flaming BBQ	Variable	56
	MGK+ (S) (0-100), RES+ (S) (70-100), Cold (0-40), Warm (60-100)					
Ceramic Plate	Phys Atk (S)	Single Enemy		Synthesis/Flaming BBQ	Variable	162
	Choke (0-100), DEF+ (M) (80-100), Round (100)					
Fish Boat: Marlow	HP Full Heal, Cure Anomaly	All Ally		Synthesis/Gorgeous Boat	Variable	264
	Attack Spec (80-100), CS Cost- (M) (20-80), CS Cost- L (81-90), CS Effect+ L (10-19), Simple (0-10), Gorgeous (60-100)					
Green Soup	HP Heal (S), DEF Up	Single Ally		Synthesis/Deliciousoup	Variable	18
	HP+ (S) (60-100), Healing (0-80), Heavy (0-20), Light (41-60), Cold (0-20), Warm (81-100)					
Red Soup	HP Heal (S), RES Up	Single Ally		Synthesis/Deliciousoup	Variable	120
	ATK+ (M) (40-100), Hellwave (70-100), Flaming Spicy (0-15), Spicy (16-30), Bitter (31-60), Sweet (61-100)					
Golden Soup	HP Full Heal, Auto Heal	Single Ally		Synthesis/Deliciousoup	Variable	382
	Critical+ (L) (20-100), SPD+ (L) (0-30), Grand Ray (80-100), Golden (61-100), Powdery (0-60)					
Flame	Fire DMG (S)	Area (M)		Synthesis/Bomb	Variable	58
	Flame Gaze (30-100), Plus Range (0-29), Effect Plus (61-100), Orgasmic (30-60)					
Tera Flame	Fire DMG (L), Knockback	All Enemy		Synthesis/Super Bomb	Variable	206
	Flame Gaze (60-100), Hellwave (0-30), Crude (60-100), Detailed (15-25)					

> Usable Items <

Item	Effect	Target	Elem.	Acquisition	E-Level	Sell
Bomb Ice	Ice Dmg (S)	Area (M)		Synthesis/Bomb	Variable	66
	Ice Storm (60-100), Effect Plus+ (91-100), Cold (0-100)					
Bobomb Ice	Ice Dmg (L)	All Enemy		Synthesis/Super Bomb	Variable	206
	Ice Storm (0-40), Ice Volley (60-100), Cold (30-100)					
Lightning Rod	Ltng Dmg (S)	Single Enemy		Synthesis/Bomb	Variable	80
	Lightning (0-100), Plus Range+ (0-10), Electrifying (0-100)					
Thunder Rod	Ltng Dmg (L)	All Enemy		Synthesis/Super Bomb	Variable	206
	Lightning (0-40), Plasma Ray (60-100), Electrifying (30-100)					
Uni	Phys Atk (S), Poison	Single Enemy		Wind's Corridor-Mist/Random	50	2
	Poison					
Big Uni	Phys Atk (S), Poison	Single Enemy		Dragon's Grave-Bone Grove/Random	50	25
	Poison, Grand Ray					
Uni Bomb	Magic (S), Poison	Area (S)		Synthesis/Exploding Uni	Variable	88
	Flare Rain (60-100), HP+ (M) (0-40), Thorny (80-100)					
Big Uni Bomb	Magic (S), Poison	Area (M)		Synthesis/Uni the Great	Variable	160
	Venom (0-40), Hellwave (70-100), Alarming (60-100), Thorny (60-100), Orgasmic (0-30)					
Uni God	Magic (S), Poison	Single Enemy		Synthesis/The Mystic Uni	Variable	276
	Heaven's Gate (90-100), CS Cost- (L) (0-10), Effect Plus++ (85-90), Godly (80-100), Thorny (0-30)					
Orange Bomb	Magic (S), Sleep	Single Enemy		Synthesis/Fruit Bomb	Variable	68
	SPD+ (S) (0-100), HP+ (M) (70-100), Fruity (90-100)					
Big Orange Bomb	Magic (M), Sleep	Area (M)		Synthesis/Uni the Great	Variable	120
	HP+ (L) (70-100), Ice Volley (80-100), Alarming (0-40), Fruity (80-100)					
Lando Bomb	Magic (S), Seal	Single Enemy		Synthesis/Sweet Fruit Bomb	Variable	78
	Stun+ (M) (0-100), MGK+ (M) (70-100), Fruity (90-100)					
Big Lando Bomb	Magic (M), Seal	Area (M)		Synthesis/Uni the Great	Variable	138
	Nightmare (80-100), Plasma Ray (50-100), Alarming (0-30), Fruity (80-100), Orgasmic (0-30)					
Globe	Damage (M)	Single Enemy		Synthesis/Twirly Thing	Variable	176
	Calamity (0-20), Tempest (80-100), Effect Plus++ (100), Round (80-100), Outer Space (0-20)					
Stellar Globe	Damage (M), Slow	Single Enemy		Synthesis/A Small Universe	Variable	438
	Call Meteor (99-100), CS Effect+ (L) (11-20), Plus Range++ (22-25), Grand Ray (0-10), Outer Space (50-100)					
Unipuni Pudding	ATK Up, DEF Up	Single Ally		Synthesis/Pudding	Variable	98
	Mega Heal (65-100), Sweet (60-100), Puni (90-100)					
Cheesecake	MGK Up, RES Up	Single Ally		Synthesis/Traditional Cake	Variable	74
	Seele (70-100), Cure (40-100), Effect Plus+ (0-25), Stinky (0-10), Aromatic (80-100), Bitter (11-25)					
Pumpotatokin Pie	Guard Chance	Single Ally		Synthesis/Traditional Cake	Variable	82
	DEF+ (M) (40-80), RES+ (M) (40-100), Plus Range (81-90), Stinky (0-10), Aromatic (80-100)					
Grape Sherbet	Auto Heal	Single Ally		Synthesis/Bite-sized Sorbet	Variable	120
	HP+ (L) (70-100), SP+ (L) (0-60), Effect Plus+ (81-100), Cold (50-100), Warm (16-18), Muddy (0-15)					

> Usable Items <

Item	Effect	Target	Elem.	Acquisition	E-Level	Sell
Muscat Sorbet	Auto Heal	Single Ally		Synthesis/Bite-sized Sorbet	Variable	144
	ATK+ (L) (60-100), MGK+ (L) (60-100), Plus Range (25-30), Cold (30-100), Warm (16-18), Muddy (0-15)					
Sweetsland	Shield Wall	All Ally		Synthesis/Sweets Paradise	Variable	300
	Seele (0-100), Heal All (75-100), Effect Plus++ (100), Gorgeous (40-74), Theme Park (0-25)					
120% Fruit	Awaken	Single Ally		Synthesis/Fruit Juice	Variable	98
	Seele (50-100), Sour (0-60), Sweet (90-100), Muddy (0-30), Powdery (70-100)					
Veggielicious	Dispel Buff	Single Enemy		Synthesis/Fruit Juice	Variable	52
	CS Effect+ (S) (60-100), Cure (70-100), Bitter (0-30), Sweet (70-100)					
Veggie Purple	Cure Anomaly, Auto Heal	Single Ally		Synthesis/Fruit Juice	Variable	94
	CS Effect+ (M) (40-100), Mega Heal (50-79), Heal All (80-100), Bitter (0-20), Sweet (90-100)					
ATK Fruit	ATK Up	Single Ally		Special	50	100
	CS Effect+ (S), ATK+ (L)					
MGK Fruit	MGK Up	Single Ally		Special	50	100
	CS Effect+ (M), MGK+ (L)					
DEF Fruit	DEF Up	Single Ally		Special	50	100
	CS Cost- (S), DEF+ (L)					
RES Fruit	RES Up	Single Ally		Special	50	100
	CS Cost- (M), RES+ (L)					
SPD Fruit	SPD Up	Single Ally		Special	50	100
	Boost, SPD+ (L)					
Youthful Apple	Max HP Up	Single Ally		Special	50	100
	CS Effect+ (L), HP+ (L)					
Eternal Peach	Max SP UP	Single Ally		Special	50	100
	CS Cost- (L), SP+ (L)					
Divine Shield	Guard Chance	Single Ally		Synthesis/Radiating Disc	Variable	182
	Flare Rain (80-100), DEF+ (M) (50-100), Plus Range (90-100), Holy Power (50)					
Misty Curtain	Triple RES	Single Ally		Synthesis/Magic Stake Cloth	Variable	138
	Silent (70-100), RES+ (M) (50-100), Plus Range (90-100), Holy Power (50)					
Treasure Cape	Invincible	Field		Synthesis/Invisible Mantle	Variable	126
	Boost (60-100), Refresh (15-30), Dirty (0-20), Pretty (90-100)					

> Material Items <

Item	Element	Acquisition	E-Level	Sell
Clearwater		Workshop	55	1
	—			
Brown Groundwater		Shop/Cafeteria (Chapter 5)	60	3
	ATK+ (S), Stun+ (S)			
Goat Milk		Shop/Cafeteria	35	3
	Healing			
Marine Water		God's Scar/Pond	75	5
	Half			
Dunkelbite 058		Dragon's Grave-Cave of Origin/Harvest	10	32
	CS Effect+ (M)			
Spinacherb		Living Forest/Random	55	1
	HP+ (S)			
Purplinacherb		Wind's Corridor-Abyss/Harvest	75	19
	HP+ (L)			
Gash Twig		Living Forest/Harvest	60	1
	MGK+ (S), RES+ (S)			
Kittynip		God's Scar/Harvest	70	27
	SP+ (M), HP+ (M)			
Eicheloa		The Heights/Harvest	60	1
	ATK+ (S), DEF+ (S)			
Poison Shroom		The Heights/Harvest	20	3
	Poison			
Tercia Pollen		Wind's Corridor-Abyss/Harvest	80	19
	MGK+ (L), Venom			
Taun		Millenium Tree/Random	65	11
	HP+ (M), MGK+ (M)			
Huffin		The Heights/Huffin Tree	70	3
	Healing			
Carrotato		Old Schoolhouse/Harvest	30	2
	ATK+ (S)			
Dirt		Old Schoolhouse/Harvest	55	2
	HP+ (S)			
Red Dirt		The Heights/Harvest	65	4
	Flame Gaze, HP+ (M)			
Black Dirt		Dragon's Grove-Bone Grove/Harvest	75	12
	DEF+ (M), ATK+ (M)			
Belgrade Potato		Old Schoolhouse/Harvest	65	2
	HP+ (S)			

> Material Items <

Item	Element	Acquisition	E-Level	Sell
Burdock Straight		The Heights/Harvest	60	4
	ATK+ (S)			
Burdock Curve		Mana Ruins-Interior Heights/Harvest	80	28
	ATK+ (L), Critical+ (M)			
Radish		Mana Ruins-Outskirts/Harvest	65	12
	Cure			
Medicinal Radish		Dragon's Grave-Bone Grove/Harvest	85	22
	Seele			
Shinke Onion		God's Scar/Harvest	10	41
	ATK+ (L), Critical+ (L)			
Pumpotatokin		Mana Ruins-Outskirts/Harvest	75	12
	DEF+ (M), RES+ (S)			
Bitter Grape		Millenium Tree/Harvest	35	22
	RES+ (S)			
Night-in-grape		Millenium Tree/Harvest (Night)	60	31
	Lightning			
Muscat		Wind's Corridor-Abyss/Harvest	80	37
	Cure			
Tangerine		Millenium Tree/Harvest	55	22
	MGK+ (S)			
Sunrise Orange		Millenium Tree/Harvest	70	31
	Ice Storm			
Mandarin Orange		Wind's Corridor-Abyss/Harvest	80	37
	Cure, Healing			
Yubana fruit		Wind's Corridor-Abyss/Harvest	60	37
	DEF+ (L), MGK+ (M)			
Dried Yubana		Wind's Corridor-Abyss/Harvest	75	37
	Mega Heal, Boost			
Yubana flower		Wind's Corridor-Abyss/Harvest	90	37
	Useless, Heal All			
Lando		The Heights/Random	60	10
	Lightning, Flame Gaze			
X-Lando		Millenium Tree/Harvest	20	22
	Critical+ (M)			
Sweet Lando		Millenium Tree/Harvest	90	31
	Daze+ (M)			
Canone Rock		Mana Ruins-Outskirts/Mine	60	20
	Flame Gaze			

> Material Items <

Item	Element	Acquisition	E-Level	Sell
Glacier Stone		Mana Ruins-Outskirts/Mine	65	20
Ice Storm				
Thunder Stone		Mana Ruins-Outskirts/Mine	65	20
Lightning				
Raw Komet Ore		Wind's Corridor-Abyss/Mine	75	57
CS Cost- (M), DEF+ (L)				
Super Komet		Old Schoolhouse-Closed Area/Mine	100	91
Call Meteor, Very Heavy				
Gravity Stone		Dragon's Grave-Cave of Origin/Mine	90	68
SPD+ (M), RES+ (L)				
Legien Steel		Old Schoolhouse/Random	55	20
DEF+ (S), Lightning				
Cyprus Copper		Wind's Corridor-Mist/Random	60	28
DEF+ (S), RES+ (S)				
Preuve Lead		Dragon's Grave-Bone Grove/Mine	70	28
Heavy				
Elemia Silver		Old Schoolhouse-Closed Area/Mine	75	37
MGK+ (M), SP+ (S)				
Pendelook		Mana Ruins-Bottom Center/Random	80	68
MGK+ (L), Tornado				
Carbon Boulder		Dragon's Grave-Bone Grove/Mine	55	28
ATK+ (S), RES+ (S)				
Chrome Crystal		Dragon's Grave-Bone Grove/Mine	75	28
RES+ (M), Ice Rain				
King Tuna		Dragon's Grave-Cave of Origin/Fish	95	66
Sumo Heavy, Attack Spec				
Queen Tuna		Dragon's Grave-Cave of Origin/Fish	100	66
Sumo Heavy, Defense Spec				
Bonita		Dragon's Grave-Bone Grove/Fish	65	20
ATK+ (M), DEF+ (M)				
Endless Seaweed		The Heights/Fish	60	5
MGK+ (M)				
Sharkgill		Mana Ruins-Bottom Center/Fish	70	41
Critical+ (L), Daze+ (L)				
Strom Shell		The Heights/Fish	60	5
DEF+ (S)				
Joker Fish		The Heights/Fish	55	5
Grand Ray				

> Material Items <

Item	Element	Acquisition	E-Level	Sell
King Crab		Dragon's Grave-Bone Grove/Fish	60	20
	RES+ (M), Ice Volley			
Blowfish-X		Dragon's Grave-Bone Grove/Fish	15	20
	Stun+ (M), Venom			
Tiger Blowfish		The Heights/Fish	70	5
	Daze+ (S), Stun+ (S)			
Chinook		Dragon's Grave-Bone Grove/Fish	75	41
	Blizzard, Mega Heal			
Trout		Dragon's Grave-Bone Grove/Fish	65	20
	Hellwave, HP+ (M)			
Masou		The Heights/Fish	55	5
	Stun+ (S)			
Puniball		Living Forest/Random	55	3
	RES+ (S)			
Brownie Mask		Resource Center/Random	65	8
	Silent, ATK+ (S)			
Tuft		The Heights/Random	55	3
	Stun+ (S)			
Knot		Millenium Tree/Random	80	24
	Daze+ (M)			
Shiny Moustache		God's Scar/Random	90	81
	Mega Heal, Vortex			
Beast Fang		Living Forest/Random	55	8
	Poison			
Monster Bone		Dragon's Grave-Bone Grove/Random	70	44
	Nightmare, Half			
Dragon Bone		Dragon's Grave-Bone Grove/Random	75	56
	Stun+ (L), ATK+ (M)			
Dragon Scale		Dragon's Grave-Cave of Origin/Random	100	68
	Tempest, RES+ (M)			
Dragon Tongue		Dragon's Grave-Cave of Origin/Fish	100	81
	Teraflame, AP Gain+			
Angel's Slip		Wind's Corridor-Abyss/Random	70	16
	Healing, RES+ (S)			
Devil's Panties		Wind's Corridor-Abyss/Random	70	44
	Provoke, Critical+ (M)			
Rainbow Feather		Drop/Dominion	85	95
	SPD+ (L)			

> Material Items <

Item	Element	Acquisition	E-Level	Sell
Crimson feather		Resource Center/Random	55	16
	Flame Gaze, SPD+ (S)			
White feather		Wind's Corridor-Abyss/Random	65	24
	SP+ (S), SPD+ (S)			
Black feather		Mana Ruins-Bottom Center/Random	100	68
	Venom, SPD+ (M)			
Glowing Petal		Wind's Corridor-Abyss/Random	80	56
	Boost, RES+ (L)			
Blue Petal		Living Forest/Random	60	3
	Ice Storm			
Red Petal		Millennium Tree/Random	65	3
	Critical+ (S)			
Wild Meat		Living Forest/Random	55	2
	Daze+ (S)			
Rotten Meat		Wind's Corridor-Abyss/Random	10	2
	Silent, Curse			
Golden Meat		Drop/Golden Pig	75	45
	Teraflame, Blizzard			
Worn Weapon		Old Schoolhouse/Random	60	8
	Critical+ (S), ATK+ (S)			
Worn Armor		Old Schoolhouse/Random	60	44
	DEF+ (M), SPD+ (S)			
Woodchip		Old Schoolhouse/Random	55	3
	Stun+ (S)			
Giant Woodchip		Millenium Tree/Random	65	16
	Stun+ (M), Refresh			
Soul of Darkness		Mana Ruins-Outskirts/Random	15	24
	SP+ (S)			
Gear		Old Schoolhouse/Random	60	4
	ATK+ (S)			
Grand Gear		Mana Ruins-Outskirts/Random	70	32
	ATK+ (M)			
Little Gear		Mana Ruins-Outskirts/Random	80	21
	ATK+ (S), Critical+ (S)			
Monster Cookie		Snack	55	10
	Provoke			
Puni Gummi		Snack	60	10
	Stun+ (S), Daze+ (S)			

> Material Items <

Item	Element	Acquisition	E-Level	Sell
Puppy Paw Flan		Snack	65	10
	Half, HP+ (S)			
Taiyaki		Snack	60	39
	Critical+ (M), Tornado			
Candy Eye		Snack	55	18
	Flame Gaze, Ice Storm			
Scale Chips		Snack	75	79
	HP+ (L), SP+ (M)			
99% Chaos Choco		Snack	80	79
	Tempest, Calamity			
Vanilla Syrup		Snack	60	28
	RES+ (M), Critical+ (M)			
Rocks rock!		Snack	65	51
	Thunder Rain, ATK+ (M)			
Long Ice Cream		Snack	70	51
	Stun+ (M), Ice Storm			
Meringue Whip		Snack	100	65
	AP Gain+			
Flour		Synthesis/Powdering Powder	Variable	14
	HP+ (S) (69-89), Flame Gaze (70-100), SP+ (S) (0-30), HP+ (M) (90-100), MGK+ (S) (0-50), STK+ (S) (0-40)			
Salt		Synthesis/Powdering Powder	Variable	32
	Stun+ (S) (60-100), Daze+ (S) (90-100), Half (0-25), RES+ (S) (0-50), Bright (91-100), Spicy (0-40)			
Black Powder		Synthesis/Powdering Powder	Variable	94
	Daze+ (M) (60-100), Silent (85-100), Provoke (30-50), Gritty (21-40), Silky (70-100), Onyx (0-20)			
Polish Powder		Synthesis/Powdering Powder	Variable	52
	Stun+ (S) (0-40), Critical+ (S) (60-79), SP+ (S) (70-100), Critical+ (M) (80-100), Gritty (0-30), Silky (70-100)			
Shiny Powder		Synthesis/Miraculous Powder	Variable	172
	Mega Heal (55-100), RES+ (L) (80-100), CS Cost- (M) (0-30), Bright (80-100), Dull (0-60)			
Magical Clay		Synthesis/How to Knead Dirt	Variable	46
	Plasma Ray (70-100), Hellwave (0-30), CS Cost- (S) (80-100), Hard (0-60), Soft (70-100)			
Blood Clay		Synthesis/How to Knead Dirt	Variable	122
	Death Sphere (0-25), Fatal Blow (80-100), Defense Spec (0-50), CS Effect++ (90-100), Crimson (70-100)			
Black Steel		Synthesis/Alchemic Steel	Variable	66
	DEF+ (M) (0-50), Grand Ray (60-100), Daze+ (M) (90-100), Heavy (20-60), Onyx (80-100), Rough (0-30)			
Red Steel		Synthesis/Alchemic Steel	Variable	126
	RES+ (M) (0-50), Flare Rain (80-100), Hellwave (90-100), MGK+ (M) (20-60), Crimson (80-100), Rough (0-30)			
Blue Steel		Synthesis/Alchemic Steel	Variable	146
	DEF+ (L) (0-50), Blizzard (80-100), AP Gain+ (90-100), Very Heavy (20-60), Azure (80-100), Rough (0-30)			

> Material Items <

Item	Element	Acquisition	E-Level	Sell
White Steel		Synthesis/Alchemic Steel	Variable	336
	Heal All (85-100), MGK+ (L) (0-50), Critical+ (L) (90-100), Death Sphere (20-30), Ivory (80-100), Rough (0-30)			
Altena Ingot		Synthesis/Holy Metal	Variable	290
	Tera Heal (60-100), ATK+ (L) (85-100), Calamity (10-30), Godly (90-100), Rough (0-30)			
Gold Bullion		Synthesis/Ingot	Variable	598
	Heaven's Gate (10-30), CS Cost- (L) (80-90), Grand Ray (50-60), Refresh (30-50), Golden (0-100), Godly (91-100)			
Black Liquid		Synthesis/God's Drink	Variable	76
	HP+ (S) (0-89), ATK+ (M) (40-100), HP+ (M) (90-100), Onyx (50), Powdery (61-100), Muddy (0-10)			
Nicro Cloth		Synthesis/Generic Cloth	Variable	16
	DEF+ (S) (60-100), HP+ (S) (70-100), SP+ (S) (0-30), ATK+ (S) (0-40), Dirty (0-20), Pretty (90-100)			
Pleather Cloth		Synthesis/Funfur Cloth	Variable	32
	DEF+ (M) (0-100), RES+ (M) (0-30), SP+ (M) (90-100), Hard (0-30), Shiny (80-100)			
Silky Cloth		Synthesis/Noble Cloth	Variable	66
	RES+ (M) (60-100), Tornado (85-100), CS Effect+ (M) (90-100), Thunder Rain (0-25), MGK+ (M) (0-40), Shiny (40-60)			
formell fabric		Synthesis/Legendary Fabric	Variable	230
	RES+ (L) (60-100), Choke (75-100), Nightmare (20-40), Daze+ (L) (15-30), Defense Spec (0-60), Godly (91-100)			
Goat Cheese		Synthesis/Preserved Food	Variable	48
	Daze+ (M) (60-100), Provoke (0-30), Cure (75-100), HP+ (M) (0-60), SP+ (M) (61-100), Stinky (0-30)			
Bacon		Synthesis/Preserved Food	Variable	48
	Cure (75-100), SP+ (M) (70-100), ATK+ (M) (0-25), Daze+ (M) (0-40), Hard (20-60)			
Smoked Fish		Synthesis/Preserved Food	Variable	56
	Stun+ (M) (55-100), Plasma Ray (80-100), Venom (0-15), Critical+ (M) (0-40), Stinky (0-30)			
Liquid Metal		Synthesis/Liquid Metal	Variable	176
	HP+ (L) (60-100), Venom (85-100), Light (0-25), Critical+ (L) (15-40), Powdery (0-50), Muddy (50-100)			
Preservative		Synthesis/Curing Medicine	Variable	64
	MGK+ (M) (65-100), Ice Storm (0-60), HP+ (M) (85-100), SPD+ (S) (0-30), Bright (90-100), Dull (0-50)			
Dietary Fiber		Synthesis/Strong Fiber	Variable	26
	DEF+ (M) (60-100), RES+ (M) (80-100), Pretty (80-100), Half (0-30), Dirty (0-60)			
Silver Thread		Synthesis/Strong Fiber	Variable	158
	Healing (50-80), Mega Heal (81-100), Cure (70-100), Heal All (90-100), Boost (0-25), Seele (0-50)			
Clear Fiber		Synthesis/Magical String	Variable	210
	SP+ (L) (60-100), AP Gain+ (80-90), CS Cost- (L) (20-35), Attack Spec (91-100), MGK+ (L) (0-50), Bright (80-100)			
Plosion		Synthesis/Explosive Powder	Variable	90
	Hellwave (50-100), Flare Rain (55-75), ATK+ (M) (76-100), Curse (0-10), Rough (0-50)			
Le Merou Cog		Synthesis/Mechanical Box	Variable	94
	Ice Rain (80-100), MGK+ (M) (30-70), Heavy (0-30), Daze+ (M) (90-100), Crude (0-50), Detailed (70-100)			
Eternal Turnkey		Synthesis/Spring Décor	Variable	66
	Lightning (60-100), Stun+ (S) (0-60), HP+ (S) (0-40), SP+ (S) (90-100), Crude (0-50), Detailed (70-100)			

> Material Items <

Item	Element	Acquisition	E-Level	Sell
Zettel		Synthesis/Normal Paper	Variable	22
	SP+ (S) (60-100), Healing (70-100), MGK+ (S) (0-40), ATK+ (S) (0-30), Half (80-100), Critical+ (S) (0-20)			
Holy Crest Paper		Synthesis/Expensive Paper	Variable	102
	Ice Rain (55-100), Seele (70-100), SP+ (M) (0-25), Tempest (30-40), Dirty (0-10), Pretty (90-100)			
Apollo's Diapason		Synthesis/Vibrating Metal	Variable	96
	Critical+ (M) (75-100), Silent (60-100), Provoke (0-20), Daze+ (M) (0-40), Harmony (90-100), Cacophony (0-30)			
Fortune Ring		Synthesis/Mystery Ring	Variable	284
	Stun+ (L) (0-30), Critical+ (L) (90-100), Choke (90-100), Nightmare (0-10), Detailed (0-10)			
Galilean Scope		Synthesis/Thermometer	Variable	54
	Ice Volley (0-25), Hellwave (75-100), Refresh (40-80), Crude (0-10), Detailed (90-100)			
Pentagle		Synthesis/Shiny Stone	Variable	288
	Daze+ (L) (0-40), RES+ (L) (80-100), Fatal Blow (80-90), ATK+ (L) (0-60), CS Effect+ (L) (0-20), Dark Power (91-100)			
Brilliant Stone		Synthesis/Shiny Stone	Variable	254
	DEF+ (L) (40-80), MGK+ (L) (70-100), Boost (81-90), Tempest (0-30), CS Cost- (L) (0-15), Holy Power (91-100)			
Gearbox		Synthesis/Mechanical Box	Variable	76
	Thunder Rain (70-100), Critical+ (M) (30-80), Crude (0-40), Detailed (90-100)			
Canone Crystal		Synthesis/Spirit Crystal	Variable	124
	Hellwave (70-100), Flare Rain (50-100), ATK+ (L) (70-80), Dull (0-50), Bright (90-100), Pretty (60-100)			
Glacier Crystal		Synthesis/Spirit Crystal	Variable	102
	Ice Volley (70-100), Ice Rain (50-100), MGK+ (L) (70-80), Dull (0-50), Bright (90-100), Pretty (60-100)			
Thunder Crystal		Synthesis/Spirit Crystal	Variable	98
	Plasma Ray (70-100), Thunder Rain (50-100), SPD+ (L) (70-80), Dull (0-50), Bright (90-100), Pretty (60-100)			
Auto Igniter		Synthesis/Igniter Device	Variable	252
	Teraflame (80-100), Call Meteor (85-90), Attack Spec (0-60), Crude (0-30), Detailed (80-100)			
Coolster		Synthesis/Cooler	Variable	244
	Blizzard (80-100), Heaven's Gate (85-90), Defense Spec (0-60), Crude (0-30), Detailed (80-100), Cold (0-50)			
Voidspark Pipe		Synthesis/Vacuum Pipe	Variable	306
	Vortex (80-100), Death Sphere (85-90), SPD+ (L) (0-60), Crude (0-30), Detailed (80-100), Electrifying (0-50)			
Metronome		Synthesis/Rhythmical Machine	Variable	128
	Thunder Rain (55-75), SPD+ (S) (50-100), Critical+ (M) (80-100), Tornado (0-50), Crude (0-30), Detailed (80-100)			
Carabine Harp		Synthesis/Musical Strings	Variable	262
	Vortex (0-25), Blizzard (75-100), Attack Spec (30-40), Defense Spec (60-70), Cacophony (0-30), Harmony (95-100)			
Wood Tympani		Synthesis/Swinging Drum	Variable	70
	Stun+ (S) (60-100), Daze+ (S) (70-100), Curse (0-15), Harmony (0-100)			
Organne la firste		Synthesis/Giant Music Device	Variable	302
	Heaven's Gate (75-90), CS Effect+ (L) (10-25), CS Effect+ (M) (40-60), Detailed (90-100), Cacophony (0-10), Harmony (80-100)			
Velvet Horn		Synthesis/Vortex Trumpet	Variable	232
	Tempest (30-80), Daze+ (L) (80-90), Venom (90-100), Ice Volley (0-40), Cacophony (0-40), Harmony (90-100)			

> Material Items <

Item	Element	Acquisition	E-Level	Sell
Alchemic Cymbal		Synthesis/Echoing Cymbal	Variable	110
	Stun+ (M) (65-100), Daze+ (M) (76-100), Provoke (10-25), Nightmare (0-25), Cacophony (0-25), Harmony (90-100)			
Loveless Potion		Synthesis/Mystery Medicine	Variable	38
	—			
Earth Core		Bonus Dungeon	50	—
	DEF++, Daze++			
Wind Core		Bonus Dungeon	50	—
	SPD++, Attack Spec+			
Aqua Core		Bonus Dungeon	50	—
	RES++, Critical++			
Flame Core		Bonus Dungeon	50	—
	ATK++, Stun++			
Metal Core		Bonus Dungeon	50	—
	MGK++, SP++			
Nature Core		Bonus Dungeon	50	—
	HP++, Regenerate			
Mist Core		Bonus Dungeon	50	—
	Block, Defense Spec+			
Soul Core		Bonus Dungeon	50	—
	Guts, Last Stand			
Force Core		Bonus Dungeon	50	—
	CS Effect++, CS Cost--			
Eternal Core		Bonus Dungeon	50	—
	Death Blow, Quick			

> Key <

1 Item	2 Element	3 E-Level	4 Sell	5 HP	6 SP	7 ATK	8 MGK	9 DEF	10 RES	11 SPD
Ragged Collar		Variable	28	0	0	9	2	2	2	2
	12 Synthesis/Old Collar			13 Vayne						

1. Item: The name of the item.

2. Element: The item's elemental affinity. This is useful for determining the E-Level outcome of Material and Usable Item syntheses involving this item. The possibilities are…

Water Fire Earth Wind Neutral

3. E-Level: The E-Level of the item in question. For equipment that can be synthesized, the value will always be "Variable." Bonus Dungeon equipment usually has a set E-Level.

4. Sell Price: Most equipment in the game may be sold back to a shop in exchange for a certain amount of Cole. If an item cannot be sold, this entry is left blank.

5 - 11. Stat Effects: The stat increases that are intrinsic to an item, before it is forged with any particular properties. The columns are HP, SP, ATK, MGK, DEF, RES, and SPD.

12. Acquisition: How the item is obtained. There are only two ways to obtain equipment in *Mana Khemia*.

Synthesis: This item can be synthesized, and it is possible to make as many as you want provided the ingredients are on hand. What recipe the item is derived from is listed when possible.

Bonus Dungeon: This piece of equipment can only be found inside the Bonus Dungeon, and cannot be synthesized elsewhere (see page 184).

13. User: A list of the characters who can use the equipment. Weapons usually can only be used by a single character, but Armor may be usable by several characters. Accessories can be used by all characters, so this column instead lists the item's effects.

> Equipment: Weapons <

Item	Element	E-Level	Sell	HP	SP	ATK	MGK	DEF	RES	SPD
Ragged Collar		Variable	28	0	0	9	2	2	2	2
Synthesis/Old Collar				Vayne						
Leather Collar		Variable	62	0	0	17	4	4	4	4
Synthesis/Old Collar				Vayne						
Flea Necklace		Variable	58	0	0	22	6	6	6	6
Synthesis/Medicinal Collar				Vayne						
Pretty Ribbon		Variable	80	0	0	32	16	16	16	8
Synthesis/Cute Ribbon				Vayne						
Giant's Ring		Variable	184	0	0	45	23	23	23	11
Synthesis/Huge Ring				Vayne						
Bone Necklace		Variable	140	0	0	34	17	17	17	9
Synthesis/Medicinal Collar				Vayne						
Jumbo Donut		Variable	138	0	0	68	34	34	34	17
Synthesis/Huge Donut				Vayne						
Cait Sith's Collar		Variable	298	0	0	85	43	43	43	21
Synthesis/Cute Ribbon				Vayne						
Runed Collar		Variable	312	0	0	97	49	49	49	24
Synthesis/Collar of Magic				Vayne						
Magic Stone Collar		Variable	564	0	0	108	54	54	54	27
Synthesis/Collar of Magic				Vayne						
Brisingamen		Variable	516	0	0	121	61	61	61	30
Synthesis/God's Necklace				Vayne						
Mana Torque		Variable	1	75	75	150	150	75	75	32
Bonus Dungeon/Mana Necklace				Vayne						
Pyre Blade		Variable	72	0	0	39	0	0	0	0
Synthesis/Standard Mechsword				Flay						
Machine Cradle		Variable	111	0	0	49	0	0	0	0
Synthesis/Epigonic Mechsword				Flay						
Alvero		Variable	172	0	0	63	0	0	0	0
Synthesis/Modified Mechsword				Flay						
Sharkgill Sword		Variable	272	0	0	88	0	0	0	0
Synthesis/Modified Mechsword				Flay						
Pyre Blade II		Variable	340	0	0	117	0	0	0	0
Synthesis/Standard Mechsword				Flay						
Progius		Variable	336	0	0	134	0	0	0	0
Synthesis/Enhanced Mechsword				Flay						
Quartz Slicer		Variable	354	0	0	147	0	0	0	0
Synthesis/Motorized Mechsword				Flay						

> Equipment: Weapons <

Item	Element	E-Level	Sell	HP	SP	ATK	MGK	DEF	RES	SPD
Deus Ex Machina		Variable	598	0	0	166	0	0	0	0
	Synthesis/Master Mechsword			Flay						
Dandy Blade		Variable	1	200	0	200	0	100	0	0
	Bonus Dungeon/Manly Man			Flay						
Astral Card		Variable	78	0	0	0	29	0	15	0
	Synthesis/Game Card			Roxis						
Flonne's Card		Variable	180	0	0	0	38	0	19	0
	Synthesis/Ritual Charm			Roxis						
Bonus Card		Variable	124	0	0	0	52	0	26	0
	Synthesis/Bonus Card			Roxis						
Trauer Tarot		Variable	192	0	0	0	62	0	31	0
	Synthesis/Magic Card			Roxis						
Solingen		Variable	198	0	0	50	43	0	22	0
	Synthesis/Razor Card			Roxis						
Wild Card		Variable	268	0	0	0	84	0	42	0
	Synthesis/Razor Card			Roxis						
Itsa Card		Variable	444	0	0	0	103	0	52	0
	Synthesis/Game Card			Roxis						
Type Solomon		Variable	402	0	0	0	118	0	59	0
	Synthesis/Magic Act			Roxis						
Fate Spinner		Variable	1	0	100	0	150	50	150	25
	Bonus Dungeon/Fortune Arcana			Roxis						
Favorite Bag		Variable	20	0	0	0	13	0	0	0
	Synthesis/Lovely Bag			Jess						
Fake Brand Bag		Variable	36	0	0	0	23	0	0	0
	Synthesis/Luxury Purse			Jess						
Brand Name Bag		Variable	66	0	0	0	34	0	0	0
	Synthesis/Luxury Purse			Jess						
Alchemist's Basket		Variable	82	0	0	0	49	0	0	0
	Synthesis/Net Basket			Jess						
Alchemic Bag		Variable	208	0	0	0	61	20	0	0
	Synthesis/Alchemy Pack			Jess						
Plate Bag		Variable	298	0	0	0	96	48	0	0
	Synthesis/Metallic Pack			Jess						
Eco-bag		Variable	354	0	0	0	116	0	0	0
	Synthesis/Net Basket			Jess						
Angel's Bag		Variable	438	0	0	0	138	0	0	0
	Synthesis/Alchemy Pack			Jess						

> Equipment: Weapons <

Item	Element	E-Level	Sell	HP	SP	ATK	MGK	DEF	RES	SPD
Dimension Bag		Variable	486	0	0	0	151	0	0	0
	Synthesis/High Capacity Pack			Jess						
Shopping Basket		Variable	1	0	100	0	250	150	0	0
	Bonus Dungeon/Shopping Bag			Jess						
Crack Hammer		Variable	76	0	0	10	0	0	0	5
	Synthesis/Hammeryhammer			Nikki						
Wooden Club		Variable	26	0	0	16	0	0	0	8
	Synthesis/Wooden Beatstick			Nikki						
Brownie Hammer		Variable	72	0	0	23	0	0	0	12
	Synthesis/Wooden Beatstick			Nikki						
Crusher Twins		Variable	92	0	0	30	0	0	0	15
	Synthesis/Hammeryhammer			Nikki						
Sledgehammer		Variable	152	0	0	39	0	0	0	20
	Synthesis/Charge Hammer			Nikki						
Vorey Splitter		Variable	228	0	0	56	0	0	0	28
	Synthesis/Hammeryhammer Plus			Nikki						
Vula Hammer		Variable	342	0	0	88	0	0	0	44
	Synthesis/Wooden Beatstick			Nikki						
Grand Sledgehammer		Variable	648	0	0	111	0	0	0	56
	Synthesis/Charge Hammer			Nikki						
Thor Hammer		Variable	654	0	0	120	0	0	0	60
	Synthesis/God's Hammer			Nikki						
Ultimate Mace		Variable	1	100	0	150	50	100	50	0
	Bonus Dungeon/Giant Hammer			Nikki						
Doll's Claw		Variable	38	0	9	0	17	0	0	0
	Synthesis/Stuffed Animal			Pamela						
Plastic Claw		Variable	96	0	13	0	26	0	0	0
	Synthesis/Stuffed Animal			Pamela						
Steel Claw		Variable	106	0	18	0	32	0	0	0
	Synthesis/Metallic Claw			Pamela						
Bear Claw		Variable	186	0	21	0	39	0	0	0
	Synthesis/Beast's Claw			Pamela						
Alloy Claw		Variable	328	0	53	0	89	0	0	0
	Synthesis/Metallic Claw			Pamela						
Progius		Variable	488	0	61	0	101	0	0	0
	Synthesis/Metallic Claw			Pamela						
Electric Claw		Variable	470	0	76	0	117	0	0	0
	Synthesis/Beast's Claw			Pamela						

> Equipment: Weapons <

Item	Element	E-Level	Sell	HP	SP	ATK	MGK	DEF	RES	SPD
Hellclaw		Variable	574	0	97	0	139	0	0	0
	Synthesis/Claw Super Weapon			Pamela						
Platinum Claw		Variable	1	0	300	0	150	0	50	0
	Bonus Dungeon/Jeweled Claws			Pamela						
Dimentia Blade		Variable	162	0	0	25	19	0	0	0
	Synthesis/Favorite Sword			Anna						
Muramasa		Variable	212	0	0	38	30	0	0	0
	Synthesis/Favorite Sword			Anna						
Blue Dragon		Variable	186	0	0	62	53	0	0	0
	Synthesis/Foreign Blade			Anna						
Ben Breaker		Variable	364	0	0	76	68	0	0	0
	Synthesis/Foreign Blade			Anna						
Azoth Z		Variable	498	0	0	87	83	0	0	0
	Synthesis/Alchemic Sword			Anna						
Pellucian		Variable	408	0	0	97	97	0	0	0
	Synthesis/A Master's Swing			Anna						
Stargazer		Variable	1	0	100	200	50	100	0	50
	Bonus Dungeon/Invincible Sword			Anna						
Commercial Pot		Variable	92	0	0	0	34	34	0	0
	Synthesis/Sphere Spaceship			Muppy						
Proto Pot		Variable	182	0	0	0	52	52	0	0
	Synthesis/Sphere Spaceship			Muppy						
Mark II		Variable	242	0	0	0	81	81	0	0
	Synthesis/Neo Spaceship			Muppy						
Pot Station		Variable	382	0	0	0	101	101	0	0
	Synthesis/Object From Space			Muppy						
Crown Pot		Variable	618	0	0	0	111	111	0	0
	Synthesis/Royal Spaceship			Muppy						
Pleasant Pot		Variable	1	300	0	0	200	200	0	0
	Bonus Dungeon/Amazing Pot			Muppy						

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> Equipment: Armor <

Item	Element	E-Level	Sell	HP	SP	ATK	MGK	DEF	RES	SPD
Leather Cuirass		Variable	62	0	0	0	0	61	64	0
	Synthesis/Light Armor			Vayne, Flay, Anna, Nikki						
Iron Plate		Variable	94	0	0	0	0	74	77	0
	Synthesis/Platemail			Vayne, Flay, Anna, Nikki						
Bronze Plate		Variable	134	0	0	0	0	96	99	0
	Synthesis/Platemail			Vayne, Flay, Anna, Nikki						
Baked Plate		Variable	80	0	0	0	0	85	88	0
	Synthesis/Platemail			Vayne, Flay, Anna, Nikki						
Armored Crab		Variable	120	0	0	0	0	105	110	0
	Synthesis/Platemail			Vayne, Flay, Anna, Nikki						
Kaiserfish Mail		Variable	256	0	0	0	0	120	125	0
	Synthesis/Royal Metal Armor			Vayne, Flay, Anna, Nikki						
Silver Cuirass		Variable	238	0	0	0	0	124	129	0
	Synthesis/Royal Metal Armor			Vayne, Flay, Anna, Nikki						
Gold Mail		Variable	480	0	0	0	0	137	143	0
	Synthesis/Royal Metal Armor			Vayne, Flay, Anna, Nikki						
Mail Uniform		Variable	20	0	0	0	0	43	37	0
	Synthesis/Standard Uniform-M			Vayne, Flay, Roxis						
Altered Uniform M		Variable	38	0	0	0	0	56	49	0
	Synthesis/Standard Uniform-M			Vayne, Flay, Roxis						
Japanesque Uniform		Variable	52	0	0	0	0	77	68	0
	Synthesis/Oldschool Uniform			Vayne, Flay, Roxis						
White Japanesque		Variable	170	0	0	0	0	116	102	0
	Synthesis/Oldschool Uniform			Vayne, Flay, Roxis						
Gangster		Variable	356	0	0	0	0	129	113	0
	Synthesis/Oldschool Uniform			Vayne, Flay, Roxis						
King Style		Variable	346	0	0	0	0	141	124	0
	Synthesis/Royal Clothes			Vayne, Flay, Roxis						
female Uniform		Variable	20	0	0	0	0	31	49	0
	Synthesis/Standard Uniform-F			Jess, Anna, Nikki, Pamela						
Altered Uniform f		Variable	40	0	0	0	0	39	61	0
	Synthesis/Standard Uniform-F			Jess, Anna, Nikki, Pamela						
Long Uniform		Variable	74	0	0	0	0	51	79	0
	Synthesis/Standard Uniform-F			Jess, Anna, Nikki, Pamela						
Bad Girl		Variable	92	0	0	0	0	62	98	0
	Synthesis/Retro Uniform			Jess, Anna, Nikki, Pamela						
Maiden		Variable	456	0	0	0	0	104	163	0
	Synthesis/Retro Uniform			Jess, Anna, Nikki, Pamela						

> Equipment: Armor <

Item	Element	E-Level	Sell	HP	SP	ATK	MGK	DEF	RES	SPD
Heaven's Silk		Variable	182	0	0	0	0	79	124	0
	Synthesis/Elegant Clothes			Jess, Anna, Nikki, Pamela						
Black Cat		Variable	158	0	0	0	0	66	104	0
	Synthesis/Cat Suit			Jess, Anna, Nikki, Pamela						
Kitty Ear Maid		Variable	400	0	0	0	0	97	151	0
	Synthesis/Cat Suit			Jess, Anna, Nikki, Pamela						
Raven Robe		Variable	68	0	0	0	0	74	101	0
	Synthesis/Robe			Roxis, Jess, Pamela, Muppy						
Arabesque Robe		Variable	64	0	0	0	0	57	78	0
	Synthesis/Robe			Roxis, Jess, Pamela, Muppy						
La Matador		Variable	86	0	0	0	0	66	89	0
	Synthesis/Robe			Roxis, Jess, Pamela, Muppy						
Aurora Curtain		Variable	286	0	0	0	0	150	150	0
	Synthesis/Magic Garments			Roxis, Jess, Pamela, Muppy						
Dragonscale Garb		Variable	322	0	0	0	0	123	120	0
	Synthesis/Magic Garments			Roxis, Jess, Pamela, Muppy						
fishscale Garb		Variable	172	0	0	0	0	136	136	0
	Synthesis/Magic Garments			Roxis, Jess, Pamela, Muppy						
Chocolate Robe		Variable	196	0	0	0	0	147	107	0
	Synthesis/Robe			Roxis, Jess, Pamela, Muppy						
Estevan Guard		Variable	330	0	0	19	0	149	99	0
	Synthesis/Heavy Armor			Vayne, Flay						
Bone Breastplate		Variable	170	0	0	16	0	122	81	0
	Synthesis/Heavy Armor			Vayne, Flay						
Crown Breastplate		Variable	432	0	0	22	0	175	115	0
	Synthesis/Holy Armor			Vayne, Flay						
Panzer Cloak		Variable	118	0	0	0	13	69	104	0
	Synthesis/Hardened Cloak			Roxis						
Imperial Cloth		Variable	332	0	0	0	20	103	155	0
	Synthesis/Hardened Cloak			Roxis						
feathery flow		Variable	186	0	0	16	0	129	114	0
	Synthesis/Women's Armor			Anna, Nikki						
Star Queen		Variable	370	0	0	18	0	143	127	0
	Synthesis/Women's Armor			Anna, Nikki						
Angel Cloth		Variable	456	0	0	19	0	151	134	0
	Synthesis/Women's Armor			Anna, Nikki						
Alchemy Robe		Variable	334	0	0	0	25	65	195	0
	Synthesis/Legendary Robe			Jess, Pamela						

> Equipment: Armor <

Item	Element	E-Level	Sell	HP	SP	ATK	MGK	DEF	RES	SPD
Saint's Garb		Variable	536	0	0	0	27	71	214	0
	Synthesis/Legendary Robe			Jess, Pamela						
Lucifer's Leotard		Variable	398	0	0	0	25	67	201	0
	Synthesis/Sexy Outfit			Jess, Pamela						
Bleak Veil		Variable	590	0	0	0	0	199	180	0
	Synthesis/Dark Battlespirit			Vayne						
Gallant Mantle		Variable	528	0	0	0	0	238	149	0
	Synthesis/Man's Mantle			Flay						
Grand Alchemist		Variable	596	0	0	0	0	149	238	0
	Synthesis/Grand Robe			Roxis						
Biohair Wig		Variable	538	0	0	0	0	179	198	0
	Synthesis/Sensitive Hair			Jess						
Holy Beast Hide		Variable	582	0	0	0	0	207	177	0
	Synthesis/Beast Hide			Nikki						
Knight's Waistcoat		Variable	534	0	0	0	0	179	179	40
	Synthesis/Master's Outfit			Anna						
Robe of Life		Variable	592	0	0	0	0	119	268	0
	Synthesis/Incanter's Garb			Pamela						
Rejuvenator Skin		Variable	466	0	0	0	0	250	156	0
	Synthesis/Liquid Armor			Muppy						
Mana-eurism Coat		50	1	0	0	50	50	150	150	25
	Bonus Dungeon/Mana Clothes			Vayne						
Man's Clothes		50	1	150	0	250	0	0	0	0
	Bonus Dungeon/Manly Garment			Flay						
Meister Cloak		50	1	0	0	0	50	100	200	25
	Bonus Dungeon/Alchemist Robe			Roxis						
Dame's Hair		50	1	0	0	0	80	120	160	0
	Bonus Dungeon/Hair Care			Jess						
Beast Leather		50	1	0	0	100	0	175	125	0
	Bonus Dungeon/Beast Hide			Nikki						
Swiftwing Garb		50	1	0	0	60	0	120	120	50
	Bonus Dungeon/Swift Cloak			Anna						
Platinum Robe		50	1	0	100	0	75	0	150	0
	Bonus Dungeon/Jeweled Garment			Pamela						
Future Suit		50	1	166	0	0	0	166	166	0
	Bonus Dungeon/Futurewear			Muppy						

> Equipment: Accessories

Item	Element	E-Level	Sell	HP	SP	ATK	MGK	DEF	RES	SPD
Flame Ring		Variable	138	0	0	0	0	0	0	0
	Synthesis/Magic Ring			Fire Resist						
Ice Ring		Variable	138	0	0	0	0	0	0	0
	Synthesis/Magic Ring			Ice Resist						
Thunder Ring		Variable	138	0	0	0	0	0	0	0
	Synthesis/Magic Ring			Thunder Resist						
Fires of Hell		Variable	426	0	0	0	0	0	0	0
	Synthesis/Pot of Flames			Fire Resist+						
Diamond Dust		Variable	412	0	0	0	0	0	0	0
	Synthesis/Freezing Device			Ice Resist+						
Electric Elect		Variable	376	0	0	0	0	0	0	0
	Synthesis/Magic Card			Thunder Resist+						
Puppy Paw Gloves		Variable	18	30	0	0	0	0	0	0
	Synthesis/Gloves			HP Up						
Asclepius		Variable	36	0	20	0	0	0	0	0
	Synthesis/A Small Wand			SP Up						
Stone of Alectoria		Variable	222	60	0	0	0	0	0	0
	Synthesis/Stone of Sealing			HP Up						
Symbol of Uroborus		Variable	278	0	40	0	0	0	0	0
	Synthesis/Alchemy Symbol			SP Up						
Thorn Gauntlet		Variable	56	0	0	20	0	0	0	0
	Synthesis/Gloves			ATK Up						
Straw Doll		Variable	36	0	0	0	20	0	0	0
	Synthesis/Doll			MGK Up						
Gloves of Artorius		Variable	60	0	0	0	0	20	0	0
	Synthesis/Gloves			DEF Up						
Vasilissa's Doll		Variable	52	0	0	0	0	0	20	0
	Synthesis/Doll			RES Up						
Angel Wing		Variable	88	0	0	0	0	0	0	20
	Synthesis/Wing of an Angel			SPD Up						
Megingjorz		Variable	446	0	0	80	0	0	0	0
	Synthesis/Power Girdle			ATK Up						
Jade Tablet		Variable	404	0	0	0	80	0	0	0
	Synthesis/Jade Tablet			MGK Up						
Shield of Ajax		Variable	310	0	0	0	0	80	0	0
	Synthesis/Hard Shield			DEF Up						
Mirror of Gargol		Variable	310	0	0	0	0	0	80	0
	Synthesis/Hard Shield			RES Up						
Archangel Wings		Variable	412	40	20	20	20	20	20	10
	Synthesis/Wing of an Angel			All Stats Up						
Fallen Wing		Variable	214	0	0	0	0	0	0	20
	Synthesis/Wing of an Angel			SPD Up						

> Equipment: Accessories <

Item	Element	E-Level	Sell	HP	SP	ATK	MGK	DEF	RES	SPD
Scale Gauntlet		Variable	224	0	0	25	25	0	0	0
Synthesis/Gloves				ATK & MGK Up						
Kaiser: Aqua Hero		Variable	276	50	50	50	50	-25	-25	-25
Synthesis/Fishbot				Stat Change						
Aroma Material		Variable	408	0	0	0	0	0	0	0
Synthesis/The Gem of Alchemy				Anomaly Immune						
Toad Mouth		Variable	124	0	0	0	0	0	0	0
Synthesis/Wallet				Gain Cole+						
Philosopher's Hand		Variable	102	0	0	0	0	0	0	0
Synthesis/Handprint				AP Gain Up						
Glasses of Death		Variable	150	0	0	0	0	0	0	0
Synthesis/Glasses				Critical Up						
Feather Charm		Variable	90	0	0	0	0	10	10	0
Synthesis/Head Gear				DEF & RES Up						
Kitty Ears		Variable	104	30	15	0	0	0	0	0
Synthesis/Head Gear				HP & SP Up						
Bunny Ears		Variable	290	0	0	0	0	0	0	0
Synthesis/Head Gear				Stun Immune						
Tangerine Hat		Variable	70	0	0	0	0	0	0	0
Synthesis/Fancy Hat				Poison Immune						
Lando Cap		Variable	92	0	0	0	0	0	0	0
Synthesis/Fancy Hat				Seal Immune						
Yubana Cover		Variable	166	0	0	0	0	0	0	0
Synthesis/Fancy Hat				Sleep & Curse Immune						
Afrotic Wig		Variable	190	0	0	0	0	0	0	0
Synthesis/Afrotic Wig				RES						
Flying Fish Boots		Variable	290	0	0	0	0	0	0	0
Synthesis/Boots				DEF						
Winged Boots		Variable	168	0	20	0	0	0	0	10
Synthesis/Boots				SP & SPD Up						
Mana-eurism Ring		50	1	25	25	25	25	25	25	25
Bonus Dungeon/Mana Ring				Auto HP Heal						
Willpower Headband		50	1	100	0	0	0	50	0	0
Bonus Dungeon/Spunky Wrap				Guts + Stun Resist						
Quicksbifter		50	1	0	0	0	0	0	0	50
Bonus Dungeon/Wonder Wings				Shorter wait						
Scapegoat Doll		50	1	0	0	0	0	0	100	0
Bonus Dungeon/Sacrificial Doll				Anomaly Immune						
Twilight Morion		50	1	0	75	0	75	0	0	0
Bonus Dungeon/Black Gem				Critical Up						

Campus Grounds

For Sale	Cost	When
[117] Puniball	20	
[061] Gash Twig	10	
[097] Legien Steel	100	
[194] Gearbox	300	Chapter 5
[066] Taun	180	Chapter 6
[184] Gearbox	410	Chapter 6
[099] Preuve Lead	420	Chapter 6
Recipe: Gloves	200	Chapter 2
Recipe: Old Collar	200	Chapter 2
Recipe: Lovely Bag	200	Chapter 2
Recipe: Hammeryhammer	150	Chapter 2
Recipe: Oldschool Uniform	350	Chapter 4
Recipe: Retro Uniform	350	Chapter 4
Recipe: Fancy Hat	350	Chapter 4
Recipe: Swinging Drum	350	Chapter 4
Recipe: Explosive Powder	500	Chapter 5
Recipe: How to Knead Dirt	600	Chapter 6
Recipe: Rhythmical Machine	600	Chapter 6
Recipe: Net Basket	600	Chapter 6
Recipe: Invisible Mantle	600	Chapter 6
Recipe: Super Bomb	700	Chapter 7
Recipe: Metallic Pack	800	Chapter 8
Recipe: Foreign Blade	800	Chapter 8
Recipe: Magic Garments	800	Chapter 8

for Sale	Cost	When
Recipe: Vortex Trumpet	1000	Chapter 9
Recipe: Hard Shield	1000	Chapter 9
Recipe: Carabine Harp	1500	Chapter 10
Recipe: Royal Metal Armor	1500	Chapter 10
Recipe: Pot of Flames	1500	Chapter 10
Recipe: Freezing Device	1500	Chapter 10
Recipe: Electric Machine	1500	Chapter 10
Recipe: Giant Music Device	2500	Chapter 11

Student Store Leyfa

for Sale	Cost	When
[069] Dirt	10	
[063] Eicheloa	10	
[144] Gear	30	
[172] Nicro Cloth	70	Chapter 3
[187] Zettel	80	Chapter 2
[173] Pleather Cloth	140	Chapter 4
[161] Polish Powder	230	Chapter 3
[174] Silky Cloth	360	Chapter 6
Recipe: Normal Paper	100	Chapter 1 Week 2
Recipe: Standard Uniform-M	100	Chapter 1 Week 2
Recipe: Standard Uniform-F	100	Chapter 1 Week 2
Recipe: Funfur Cloth	150	Chapter 3
Recipe: Noble Fabric	500	Chapter 5
Recipe: Vibrating Metal	500	Chapter 5
Recipe: Thermometer	500	Chapter 5
Recipe: Expensive Paper	600	Chapter 6
Recipe: Alchemy Pack	600	Chapter 6
Recipe: Twirly Thing	800	Chapter 8
Recipe: Shiny Stone	800	Chapter 8
Recipe: Razor Card	800	Chapter 8
Recipe: Legendary Fabric	1000	Chapter 9

Student Store - Leyfa (cont.)

for Sale	Cost	When
Recipe: Liquid Metal	1000	Chapter 9
Recipe: Miraculous Powder	1000	Chapter 9
Recipe: Igniter Device	1500	Chapter 10
Recipe: Cooler	1500	Chapter 10
Recipe: Vacuum Pipe	1500	Chapter 10
Recipe: Mystery Ring	1500	Chapter 10
Recipe: Magical String	1500	Chapter 10
Recipe: Royal Clothes	2500	Chapter 11

Student Store - Hagel

for Sale	Cost	When
[091] Canone Rock	120	
[093] Thunder Stone	240	
[092] Glacier Stone	220	
[057] Marine Water	70	Chapter 4
[165] Black Steel	360	Chapter 5
[103] Chrome Crystal	420	Chapter 9
Recipe: Light Armor	250	Chapter 3
Recipe: Spring Décor	250	Chapter 3
Recipe: Wooden Beatstick	250	Chapter 3
Recipe: Alchemic Steel	350	Chapter 4
Recipe: Machine Cradle	500	Chapter 5
Recipe: Favorite Sword	500	Chapter 5
Recipe: Hardened Cloak	500	Chapter 6
Recipe: Mechanical Box	500	Chapter 5

for Sale	Cost	When
Recipe: Standard Mechsword	500	Chapter 5
Recipe: Platemail	500	Chapter 5
Recipe: Charge Hammer	600	Chapter 6
Recipe: Metallic Claw	600	Chapter 6
Recipe: Ritual Charm	600	Chapter 6
Recipe: Exploding Uni	700	Chapter 7
Recipe: Modified Mechsword	700	Chapter 7
Recipe: Echoing Cymbal	800	Chapter 8
Recipe: Uni the Great	800	Chapter 8
Recipe: Hammeryhammer Plus	800	Chapter 8
Recipe: Beast's Claw	800	Chapter 8
Recipe: Elegant Clothes	800	Chapter 8
Recipe: Alchemic Sword	1500	Chapter 10
Recipe: Legendary Robe	1500	Chapter 10
Recipe: Holy Metal	2500	Chapter 11
Recipe: Gorgeous Boat	2500	Chapter 11
Recipe: Motorized Mechsword	2500	Chapter 11
Recipe: Collar of Magic	2500	Chapter 11

Infirmary

for Sale	Cost	When
Recipe: Cute Ribbon	500	Chapter 5
Recipe: Game Card	500	Chapter 5
Recipe: Wallet	600	Chapter 6
Recipe: Cat Suit	600	Chapter 6
Recipe: Boots	700	Chapter 7
Recipe: Spirit Crystal	700	Chapter 7
Recipe: Spreading Medicine	800	Chapter 8
Recipe: Super Juice	800	Chapter 8
Recipe: Stone of Sealing	800	Chapter 8
Recipe: Magic Card	800	Chapter 8
Recipe: A Holy Cup	1500	Chapter 10

Infirmary (cont.)

for Sale	Cost	When
Recipe: Power Girdle	1500	Chapter 10
Recipe: Handprint	1500	Chapter 10
Recipe: Sexy Outfit	2500	Chapter 11

Cafeteria

for Sale	Cost	When
[068] Carrotato	10	
[056] Goat Milk	20	
[082] Tangerine	60	
[159] Salt	50	Chapter 3
[158] Flour	60	Chapter 5
[055] Brown Groundwater	50	Chapter 5
[079] Bitter Grape	220	Chapter 5
Recipe: Powdering Powder	100	Chapter 1
Recipe: Deliciousoup	150	Chapter 2
Recipe: Strong Fiber	250	Chapter 3
Recipe: Flaming BBQ	250	Chapter 3
Recipe: Fruit Juice	250	Chapter 3
Recipe: Fruit Bomb	350	Chapter 4
Recipe: Preserved Food	350	Chapter 4
Recipe: Traditional Cake	350	Chapter 4
Recipe: Sweet Fruit Bomb	500	Chapter 5
Recipe: Pudding	600	Chapter 6
Recipe: Bite-sized Sorbet	700	Chapter 7
Recipe: Bonus Card	700	Chapter 7
Recipe: Huge Donut	800	Chapter 8

for Sale	Cost	When
Recipe: Fish Bot	800	Chapter 8
Recipe: Sweets Paradise	2500	Chapter 11

Resource Center Dungeon

for Sale	Cost	When
[136] Wild Meat	20	
[137] Rotten Meat	10	
[119] Tuft	30	
[107] Endless Seaweed	50	
[110] Joker Fish	50	
[113] Tiger Blowfish	50	
[116] Masou	60	
[122] Beast Fang	80	
[098] Cyprus Copper	140	
[102] Carbon Boulder	170	
[106] Bonita	180	
[147] Monster Cookie	200	
[149] Puppy Paw Flan	250	
[150] Taiyaki	500	
[156] Long Ice Cream	510	
[131] White Feather	240	
[108] Sharkgill	410	
[079] Bitter Grape	220	
[081] Muscat	330	
[084] Mandarin Orange	370	
[188] Holy Crest Paper	1000	
Recipe: Echoing Cymbal	3500	
Recipe: Glasses	3500	
Recipe: Sphere Spaceship	3500	Chapter 7
Recipe: Neo Spaceship	4000	Chapter 7
Recipe: Ingot	10000	Chapter 11

Multi-Player

> Team up ... for Justice! <

Multi-Player mode is, quite possibly, the coolest part of *Mana Khemia*. Essentially, this mode allows you to team up with a friend over WiFi, and take on some extra boss challenges that you can't find in the main game. Even better, the rewards for completing these fights include recipes for items that aren't included in the main game (check the item data section for anything listed as Bonus Dungeon), and both players receive the loot! If you want to make the most uber equipment you can, and complete every challenge *Mana Khemia* has to offer, Multi-Player Mode is a must.

To start up a game of Multi-Player mode, make sure that you have a friend, two PSPs, two copies of *Mana Khemia: Student Alliance*, game saves for each of you, and a comfy place to sit and talk battle strategy. We recommend that you have completed the game at least once before you attempt any of the Multiplayer Mode challenges, and that your friend has done likewise. The extra boss fights are incredibly challenging, and you'll be hard pressed to even survive if you haven't cleared the game and forged some good equipment.

First, select the [Network] option from the title menu (if you're following along with your game manual, it erroneously lists this as [Multi-Player Mode]). Then, you'll need to select your save data, and enter a name to use in Multi-Player mode. Afterwards, you'll connect to a lobby, assuming you made sure your WLAN switch is in the "on" position.

Next, you need to choose who will host. The hosting player will be Player 1, and the player that connects will be Player 2. There is some small bit of strategy here, as you'll only be able to use Player 1's items during the fight. Afterwards, all the items will be refunded, and both players gain the rewards, but if one of you has a better item stock, he should be the host. Player 1 will also navigate all the menus leading up to the fight, so Player 2 can just sit back and relax.

After you have connected to the game, you'll get to choose which characters to bring to the fight, who controls them, and what position they will start at. You aren't allowed to duplicate any characters, so you can't have a party with two Flays or something (despite how awesome that would be). Player 1 selects a character from the list, then chooses the position of that character, as well as the controlling player. Player 1 is allowed to control three characters, same as Player 2. For any given character, the controlling player is the only person who will be able to move that character.

After you've decided on your team, you'll get to pick from a list of boss fights. The majority of the list includes monsters that you've already beaten in the main game, who have come back with super-charged stats and abilities. If you've been a faithful player of the *Atelier* series, however, the last boss character might look familiar to you ....

Each boss also offers his own set of rewards once you've defeated him. They're listed right under their description in the game, along with a star rating to indicate how tough each

monster is expected to be. Generally, these rewards include a recipe for forging one of the ultimate items (!!!), as well as a fair quantity of useful combat or synthesis items. There's really no better way to power up your characters than completing all of these challenges; as we've said before, both players will earn these items if you are successful, regardless of who was Player 1.

Once you've picked your boss, you'll get thrown into a fight against him. Generally, the commands are the same as in a regular fight, but with a few exceptions.

- Only the player who owns a character may choose moves for that character while she is on the field. The other player can still see what's happening, but they are unable to move anything.
- Support Actions are controlled by the player who has acted most recently. To illustrate this, let's imagine that Player 1 is controlling Pamela, who just acted, and Player 2 is controlling Nikki, who is under attack. Player 1 will control the Support Defense action, regardless of the fact that Nikki is Player 2's character, or even if the character using Support Defense is Player 2's character as well. This means that if all the active characters belong to Player 1, Player 2 will be unable to act, and vice-versa.

Other than that, combat proceeds as normal. Co-ordinate your attacks, and hope for victory!

> Jump What? <

If you've played games on the PSP before, you know that occasionally games will experience some slowdown or lag. This is because your PSP generally loads information for what you're playing from the system memory, but it also needs to pull data from the UMD; if you haven't used an item in a while, your PSP will have to read the UMD for the missing information, which can interrupt your play.

Jump Start aims to fix all that slowdown nonsense. Jump Start saves data from the UMD to your memory stick, which enables your PSP to load animations faster than if it had to search the UMD alone. With Jump Start on, your game will play much more smoothly, which makes for a more enjoyable experience overall, and as such we recommend turning it on before you start playing.

To enable Jump Start, simply head to the Options menu from the main screen. Once there, simply click on the item labeled "Save the Jump Start data." You'll need 290MB of space on your memory stick, which isn't too much. We recommend plugging your PSP into the AC adapter while the Jump Start data is saving, and the game will urge you to do the same. After a brief install (the game and manual warns ten minutes, so you might spend that time making a sandwich), the game will automatically turn Jump Start on, and you'll be ready to play!

> Multi-Player Bestiary <

Grove

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
32754	500	294	117	106	38

Scylla

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
12899	462	483	340	108	132

Kobold Mama

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
9752	519	357	124	124	179

Kobold Boy

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
9012	289	230	121	170	175

Kobold Daddy

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
12871	750	264	172	106	107

Echo

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
12937	297	715	190	245	173

Armed Brownie

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
10981	981	538	148	276	201

Amber

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
12034	349	694	164	311	143

Glass Dragon

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
60248	679	540	402	498	188

Mini Puni

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
34464	750	750	500	500	250

Chimera

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
10426	677	539	156	162	156

Mistress

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
1496	223	926	175	281	342

Ninetails

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
1960	388	1052	152	258	439

Grandwing Drake

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
47282	908	588	10	10	124

Shadow (Ash)

Species: | Traits:

HP	ATK	MGK	DEF	RES	SPD
18928	999	999	300	300	300

Zweis Monde					
Species:		Traits:			
HP	ATK	MGK	DEF	RES	SPD
14464	950	500	225	120	200

Zweis Monde (2nd)					
Species:		Traits:			
HP	ATK	MGK	DEF	RES	SPD
14464	500	950	120	225	200

> Multi-Player Accessories <

Item	Element	E-Level	Sell	HP	SP	ATK	MGK	DEF	RES	SPD
Holy Guard		50	1	0	0	0	0	200	200	0
999	Multiplayer			Blocking Up						
Gnade Ring		50	1	0	0	300	0	0	0	100
999	Multiplayer			Critical Up						
Sylvan Shoes		50	1	500	0	0	0	0	0	0
999	Multiplayer			Auto HP Heal						
Timeguard Gear		50	1	0	0	100	100	100	100	100
999	Multiplayer			Slow Immune						
Phantom Ring		50	1	0	200	0	300	0	0	0
999	Multiplayer			MGK Up						

> Multi-Player Armor <

Item	Element	E-Level	Sell	HP	SP	ATK	MGK	DEF	RES	SPD
Undead Armor		50	1	100	100	50	50	150	150	0
999	Multiplayer			Vayne, Flay, Roxis						
Executive Uniform		50	1	0	0	0	200	200	200	0
999	Multiplayer			Pamela, Anna, Nikki, Jess						
Maid Outfit		50	1	0	200	0	100	100	100	100
999	Multiplayer			Pamela, Anna, Nikki, Jess						
Silver Cloth		50	1	75	75	0	0	150	300	0
999	Multiplayer			Vayne, Flay, Roxis						
Fairy Costume		50	1	0	100	0	150	100	100	150
999	Multiplayer			Anna, Muppy						